

SEGA PRO

DECEMBER '94 • ISSUE 39

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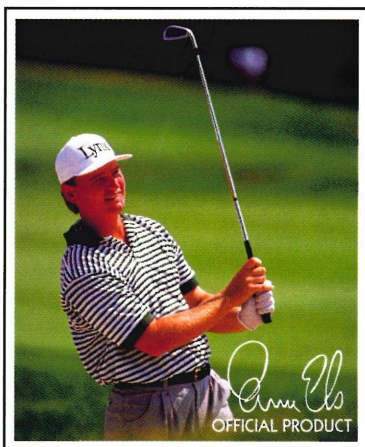
World Cup Golf
Hurricanes
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Mickey Mania
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**MEGA DRIVE
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**First full previews of
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CHAMPION! U.S. OPEN '94

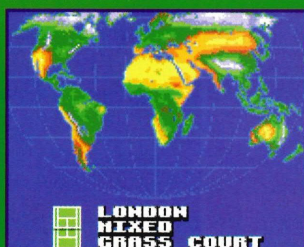
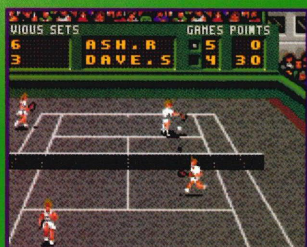
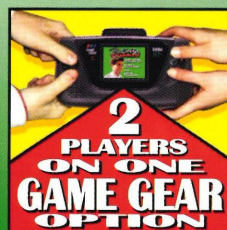


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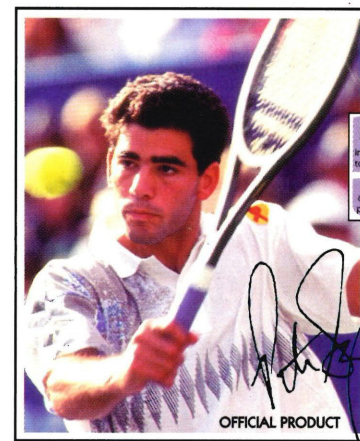
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Britain's Best Sega Magazine!



Now we have two versions of your favourite magazine there really is no other choice for the owner of any Sega system!



This issue SEGAPro CD is offering the biggest ever Mega-CD demo, as well as the usual contents of SEGAPro!

The demo in question is JVC's Keio Flying Squadron, a horizontal scrolling shoot-'em-up, filled with a variety of weird and wacky characters. The game tells the story of a sexy, young bunny girl called Rami, who embarks on the adventure of a life time to rescue the Key of the Treasure from the evil Dr Pon. The player must guide Rami's pet dragon through each level, shooting the Dr's defences away.

Our demo brings you the first three stages in an action-packed playable demo. It's bigger than any demo produced before, so, if you want to keep getting this kind of standard of demo, place a regular order for SEGAPro CD. You know it makes sense!

**DECEMBER
'94**

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SNES Games and Games World.

GO ON

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For all the latest hard facts and hot gossip from the ever-changing world of Sega consult the SEGAPro news desk.

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16 DOOM
The Mega-32X has been sighted! One of the first games to be revealed is this classic, ultra-violent blast-'em-away.

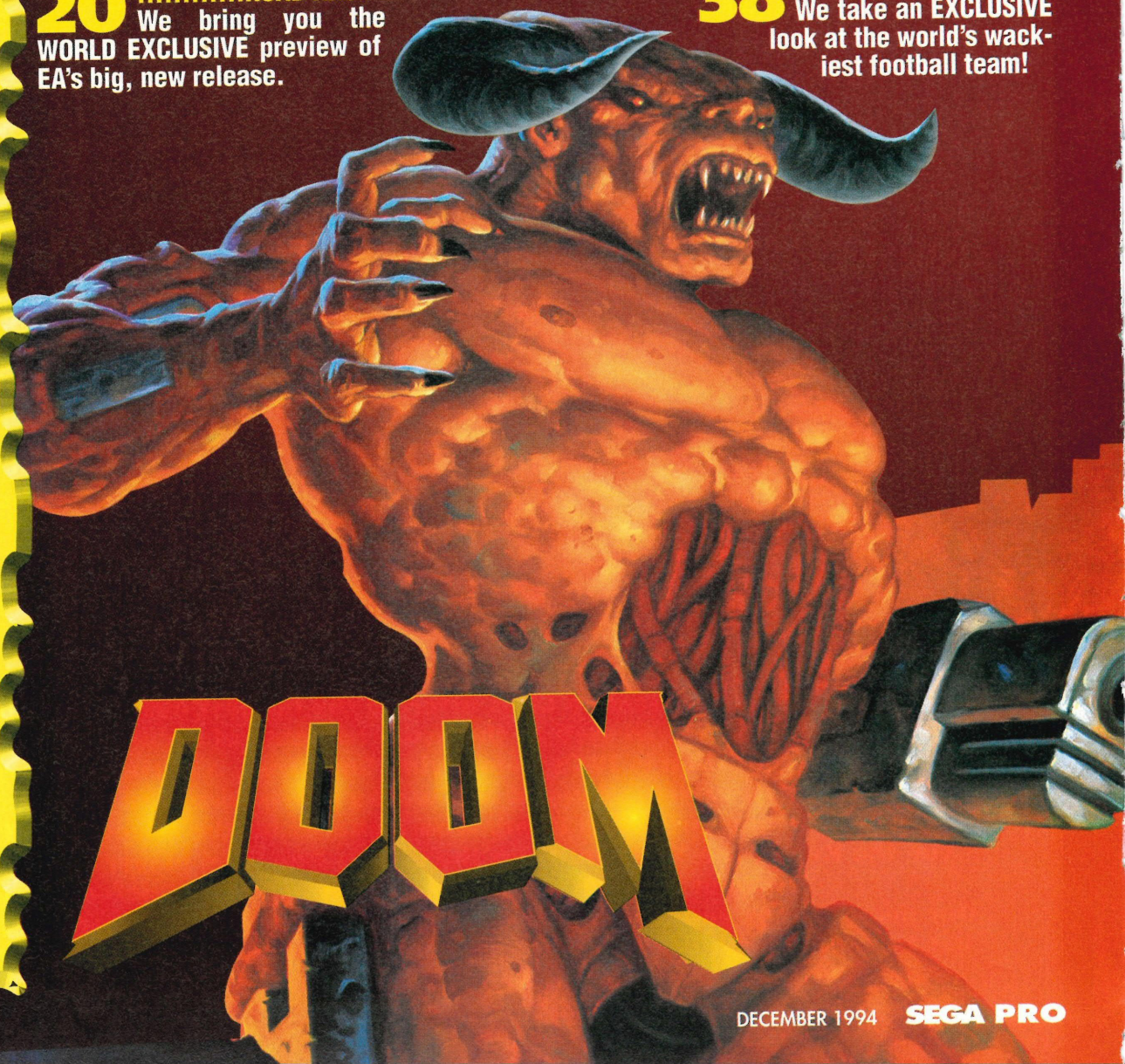
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MEGA DRIVE 32X

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**MORE
REVIEWS
THAN ANY
OTHER MAG!**

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Turn to page 16 for the first of three special previews of the new Mega-32X games. Will they boast the arcade quality Sega promised? Find out inside!

SegaPro's news service flickers into life... The Mega-32X looms large throughout the news. Sonic and Knuckles battle for attention on page 7. And BMG burst onto the Mega Drive scene on page 8.

NEWS



LINE F N O B E

WELCOME TO SEGAPRO — IT'S 32X FEVER, FOLKS!

The big news this issue is the arrival in the office of the Mega-32X. Sega have been keeping their new add-on pretty close to their chests up until now and this has meant a lot of speculation circulating about its capabilities. To give you a better idea of the truth behind the hype we've got the first full previews of *Doom*, *Virtua Racing Deluxe* and *Star Wars Arcade* inside.

Early impressions seem to indicate the 32X is going to add another dimension to Mega Drive gameplay. All of the games mentioned above were well-polished, responsive and, most importantly, high on playability. However, until we bring you our full reviews next issue keep an open mind.

Our other big coup this issue is the WORLD EXCLUSIVE preview of *Road Rash III* from Electronic Arts, which looks like being another worthy addition to the brilliant series. Add to this over 20 games reviewed and it's clear you're in for yet another sparkling issue of Britain's best Sega mag!

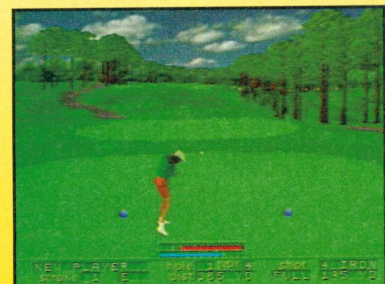
Stay tuned
Chris Marke,
Editor



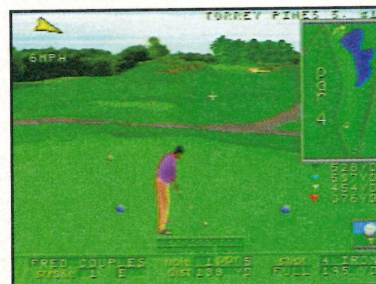
SEGA IN 32-BIT BLITZ

To prove the Mega 32X is not going to be a flash in the pan, Sega recently took us through their massive line-up of games for the system over the forthcoming months. We've got big previews of *Doom*, *Virtua Racing Deluxe* and *Star Wars* later in the issue, but the following games can also be added to the ever-growing 32-bit list.

There are around 40 Mega 32X games currently in development, with the majority being scheduled for an Easter 1995 release. Some of the titles in production include *Super Space Harrier*, *Motocross Championship*, *Sonic Chaotix*, *College Basketball* and *Cosmic Carnage*. The point Sega are attempting to put across is that with this volume of software support the Mega 32X should not be perceived



Fred Couples is the man who'll teach you how to play like the pros!



The animation in this golf game looks to be the best yet on a Mega Drive.

as a mere stopgap before the Saturn is launched. As we were informed by Sega Europe, they expect the machine to be firing on all cylinders for many years to come.

Finally, the game we've got the screenshots of here is provisionally called 'Golf - 36 Holes' and stars Fred Couples, who's apparently a household name in America. The action allows you to play the top 36 holes in the game according to Fred, either as a single player or with friends.

There are a host of other options to whet your appetite, including the chance to take on Fred. From what we saw in our play-test it looks to be a stunning game, with breathtaking graphics and silky smooth animation. Expect more news next issue.

SEGA'S SURF SUCCESS

This is just a quick update on last issue's news story about Sega's sponsorship of Nik Baker, Britain's number one surf dude. Well, apparently, he delighted home crowds recently by blasting to victory in the hard-fought British round of the Professional Boardsailing World Tour.

With wind speeds in excess of 40kph, the action whipped the crowd into a foaming frenzy between the piers at Brighton. The win established Nik as the world's number two surfer behind six times world champion and current number one, Bjorn Dunkerbeck. Just thought you'd like to know!



DOMARK CUTS THE BULL

Domark has joined forces with Bullfrog Productions to publish its award-winning games, *Theme Park* and *Syndicate*, on the Mega-CD. Domark's intention is to enhance the Mega Drive versions of the games by using 3-D imagery from the PC versions, as well as original stuff of their own.

Syndicate and *Theme Park* are both huge titles on all formats, attracting universal critical acclaim for their innovative gameplay and graphical imagery. However, both games are very different to play.

Syndicate is based around the exploits of four cyborgs which you control as a gang leader. The object is to complete each mission, assassinating rivals and kidnapping your enemies for ransom, to win control of another global region. In contrast, *Theme Park* is much less violent! You're able to design and run your own pleasure park. The aim is to create a viable attraction which is user-friendly, exciting, but above all, profitable.

Both games can be expected in the spring of 1995. If Domark can produce games even half as good as the versions we've seen so far, Mega-CD owners are in for a treat.

SONIC'S STORY

Coming out any time now are the latest adventures of our favourite spiky blue superstar in the official *Sonic The Hedgehog Yearbook*, priced at £4.99.

It's a 45-page, full-colour annual containing some new stories about young Sonic and his trusty sidekick Tails. There is also a Gruesome Gallery of all Robotnik's Badniks, plus game reviews of some of the more recent Sega releases over the year, including *Sonic 3*, *Ecco* and *Aladdin*.

There are also some other, strange sections in the book, within which Sonic is caught on film with stars such as Worlds Apart (naff pop group), Gary Pallister (dodgy Man U defender), Bad Boys Inc (even nafter group!) and Damon Hill (speedy road hog).



Add to this the chance to test your knowledge of Sonic with a brain-teasing question at the end of the annual for even more fun and games! The Sonic Yearbook is published by Grandreams, and is available now from all major book stores and retail stores. Check it out – if you really have to!



BACK TO BASICS

Everyone's been talking about the backwards compatibility of *Sonic And Knuckles*, the new smash hit from Sega, and here are some more screenshots to prove it. They show Knuckles chancing his arm in the first three Sonic adventures.

The shots also show Knuckles playing the bonus levels in the original *Sonic The Hedgehog* game. This is something that's not hyped in the instruction manual, which only tells you to try *Sonic 2* and *Sonic 3* with the new cart.

However, we discovered a simple little cheat, allowing you to access the original game. Simply press the A, B and C buttons, when the *Sonic 1* cart has been slotted in, to make the blue spheres rotating by the Start option turn red. Once this happens you're in, playing the sphere bonus game to your heart's content as Knuckles. Try it out for hours of hectic fun!



The game will be huge and spread over several different game maps, within which you'll be able to access lots of different locations, which grow like the Tardis as you enter them!

Tee-Off will be the ultimate in arcade golf excitement, according to the guys at Core. It will contain real-time undulating terrain and professional players, all modelled on Silicon Graphics workstations.

Finally, Core have plenty of other 32-bit projects in the pipeline. These include the Mega-CD smash *Thunderhawk*, which Core say will be bigger, better and faster than the original. Also coming soon are *Soulstar* and *BC Racers*. Expect more on all these titles next issue.

CORE'S HOT ON THE 32X!

The number of games for the Mega 32X just keeps on growing. The latest company to announce their plans is Core Design, who have two 32-bit games ready to burst onto the scene. These goodies are *Tee-Off*, a golf sim, and *Swagman*.

Swagman will be an RPG-type game based on a child's nightmare, with loads of weird characters and strange perspectives.



SPECIAL OFFER

The other day we received an excellent new wireless joy-pad from TS Associates, called the Elefly. As it was such fun to play with we decided to do them a big favour and offer the joypad to our readers at the great discount price of £28.99. So if you'd like to get your mitts on the latest in wireless technology, which can be used up to 25 feet from your Mega Drive, simply write to the following address:

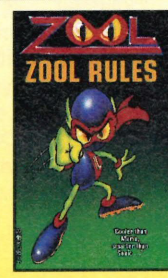
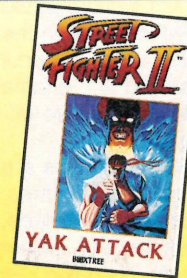
**TS Associates, PO Box 50,
Crowle, South Humberside
DN17 4YZ – and tell 'em
SEGAPro sent ya!**

BOOKS BONANZA!

Four exciting new books based on Mega Drive games and characters will be published in November by Boxtree. The games in question are *Street Fighter II* and *Zool*, both of which provide the inspiration for some right riveting reading!

Both games have spawned two books: *Dragon's Breath* and *Yak Attack* are based on *SF II*, while *Cool Zool* and *Zool Rules* detail the exploits of the Ninja from the *Nth Dimension*.

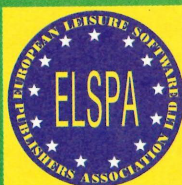
Yak Attack follows the story of Ryu



as he takes on the drug-dealing gangs led by the deranged M Bison. In contrast *Dragon's Breath* follows the fortunes of Chun Li, in a revenge thriller as she hunts down her father's killers. The Zool books detail our hero's dramatic fight against the evil Metal Block as he battles through his weird and wacky world.

We have five copies of each of these books to give away to the first 20 people to write in with their name and address to our usual address. There are no questions to answer, so simply write in as soon as possible and you could be in with a chance of owning one of these thrill-a-minute reads!





CHARTS
COMPILED
BY
GALLUP

...MEGA DRIVE...

1	Mortal Kombat II	Acclaim	£44.99
2	FIFA International Soccer	EA	£44.99
3	Urban Strike	EA	£44.99
4	The Jungle Book	Virgin	£44.99
5	Super Street Fighter II	Sega	£59.99
6	Sonic The Hedgehog	Sega	£29.99
7	PGA European Tour	EA	£39.99
8	Sonic Spinball	Sega	£44.99
9	Sonic The Hedgehog 2	Sega	£39.99
10	Sonic The Hedgehog 3	Sega	£59.99
11	Mickey And Donald	Sega	£39.99
12	Pete Sampras Tennis	Codemasters	£44.99
13	Gunship	US Gold	£44.99
14	RoboCop Vs Terminator	Virgin	£49.99
15	Mortal Kombat	Arena	£29.99
16	Aladdin	Sega	£39.99
17	Street Fighter II SCE	Sega	£59.99
18	Virtua Racing	Sega	£69.99
19	Lemmings	Sega	£44.99
20	Streets Of Rage III	Sega	£59.99

...MASTER SYSTEM...

1	Desert Speedtrap	Sega	£29.99
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3	Sonic The Hedgehog	Sega	£29.99
4	The Jungle Book	Virgin	£32.99
5	Sonic Chaos	Sega	£29.99
6	Sonic The Hedgehog	Sega	£29.99
7	Mickey Mouse 2	Sega	£29.99
8	Micro Machines	Codemasters	£29.99
9	Cool Spot	Virgin	£32.99
10	Aladdin	Sega	£29.99

...GAME GEAR...

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2	Sonic The Hedgehog 2	Sega	£27.99
3	Sonic The Hedgehog	Sega	£27.99
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5	Sonic Chaos	Sega	£29.99
6	The Jungle Book	Virgin	£32.99
7	Aladdin	Sega	£29.99
8	Streets Of Rage 2	Sega	£29.99
9	Donald Duck	Sega	£29.99
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...MEGA-CD...

1	FIFA International Soccer	EA	£49.99
2	Tomcat Alley	Sega	£49.99
3	Ecco	Sega	£44.99
4	Battlecorps	Core Design	£44.99
5	Ground Zero Texas	Sony	£49.99
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7	Prince Of Persia	Sega	£44.99
8	Lethal Enforcers	Nonami	£44.99
9	Batman Returns	Sega	£44.99
10	Silpheed	Sega	£44.99

NEW GAMES PLAYER

BMG Interactive Entertainment is the latest company to enter the world of Mega-CD games. They have agreed licensing deals with a number of software development companies, the first of which was with Rocket Science Games.

The deal is for two Mega-CD titles, *Loadstar* and *Cadillacs And Dinosaurs*, expected to be coming out in December and January respectively. These games will be BMG's first move into the Sega market, but they're confident that these products have the potential to cause people to sit up and take notice.

Loadstar: The Legend Of Tull Bodine is a Full Motion Video, science fiction adventure set in the 22nd century. It's the story of an escape attempt from a Moon Base, with you taking the captain's chair as Tully Bodine, veteran skipper of the vin-

tage *Loadstar*. This CD promises superlative graphics and some stunning special effects, with a CD-quality soundtrack (which is what you'd expect from a CD really!).

Cadillacs And Dinosaurs is based on the popular graphic novels of Mark Schultz and the game is intended to recreate the look and feel of these books. Its scenario takes place in a world 600 years into the future, known as the Xenozoic age. Here dinosaurs co-exist with people during a time of great upheaval. The game will have ten levels to battle through, with the object being to stop the Second Cataclysm and restore the Earth's natural balance.

We'll have more on these titles in the next issue.

32 X LAUNCH

The 32X Mega Drive add-on has been priced a little higher than we've all been expecting. It's been announced the machine will cost £169.99, with no bundled software. This is about £20 more than was widely expected.

However, Sega are including £50 worth of software vouchers with the 32X. These will be valid up until March of next year and will enable you to get £10 discount on five different Mega-32X games.

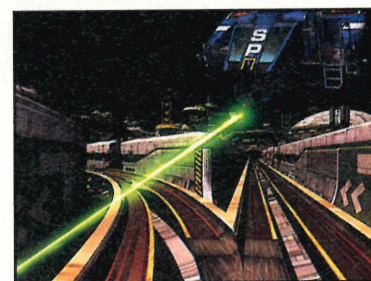
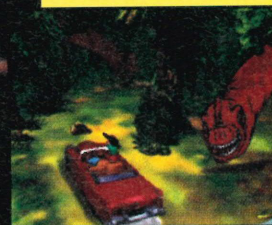
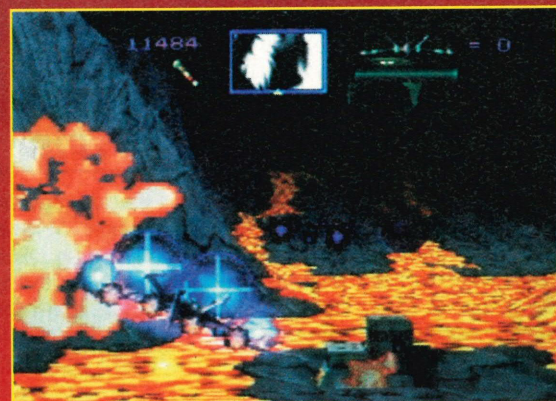
At the moment only four titles are definitely arriving before Christmas, namely *Doom*, *Star Wars Arcade*, *Virtua Racing Deluxe* and *Motor Cross Championship*. However, as we highlight elsewhere in the news, there are plenty of other games scheduled for release in the New Year, with around 20 in the shops by February. Any 32X buyers should have no problem getting rid of their vouchers by March, if they've got the rest of the dosh that is!

CRYSTAL CLEAR

Cystal Dynamics, a top developer for the 3DO, has announced an agreement with Sega to produce titles for several Sega game systems, including the Saturn. They have also agreed a license deal with BMG to distribute their games.

Sega have described Crystal Dynamics as an innovative software developer that applies revolutionary production techniques, creating great gameplay. Possible games on the horizon

could include *Gex*, *Total Eclipse* and *The Horde*, all games that have had a strong reception on other formats. Expect more news as and when we get it!





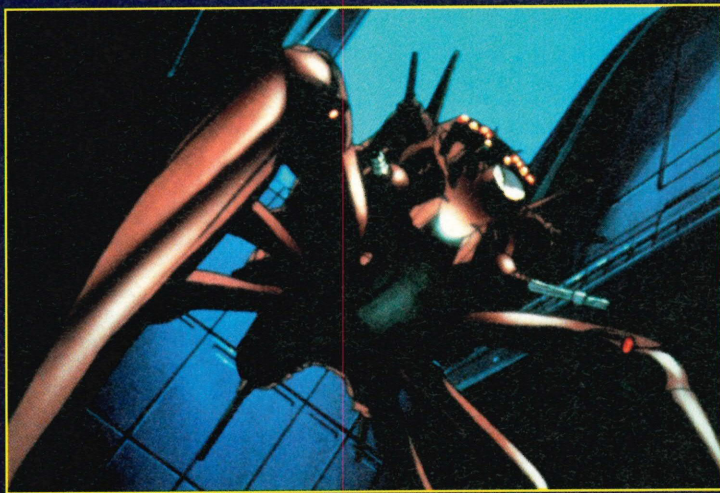
animated *Lethal Weapon*-style film; *Psychic Trooper*, part two of the *Cyber City OEDO 808* series; and *Data 8: The Lost Unit*, the latest in the *Guyver* chronicle.

Appleseed is based on the internationally successful comic book series by Masamune Shirow, first published in 1985. The video will cost £11.99 for 68 minutes (approx) of pulsating animation. It takes place after the devastation of World War 3, in Olympus, a world controlled and monitored by supercomputers. A band of terrorists plot to destroy the central computer and restore freedom, but will they succeed?

Psychic Trooper is the second in a three-part story following the adventures of a three-man cyborg team in their attempt to combat the computerised crime proliferating in the ghettos of 29th century Tokyo. It is 45 minutes long and will retail at £9.99. As for the *Guyver* video, well you must all know what that's about by now and this is more of the same really, at a price of £5.99 for 30 minutes of action!

SEEDY VIDEOS

Coming from Manga video in November are three films designed to appeal to the destructive animal in you! The videos are *Appleseed*, a high-tech



COMPETITION WINNERS!

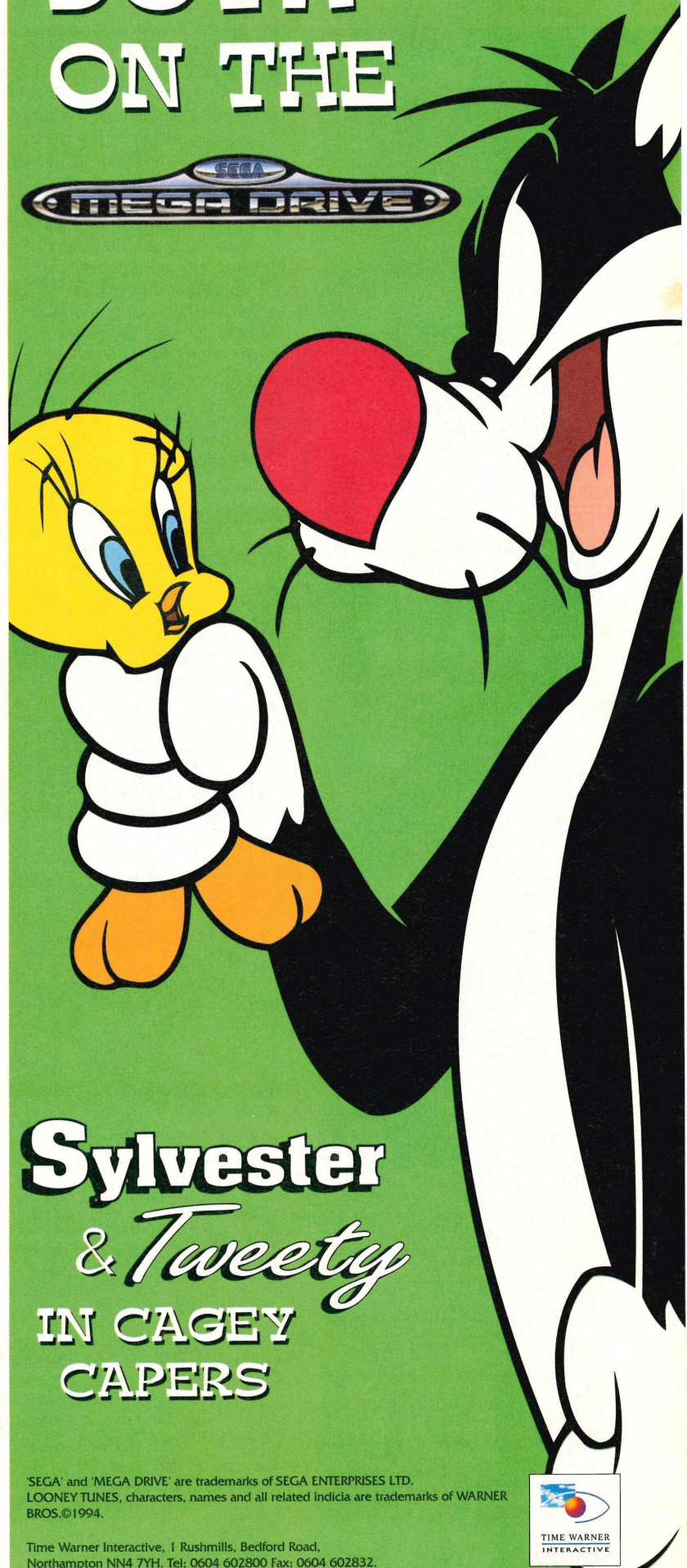
Here's a list of all you lucky people who've won a couple of our recent competitions. Congratulations to you all!

The lucky and soon-to-be-chubby winner of our *Mega Monster Munch* competition is Christopher Benn from West Dulwich! He receives a year's supply of Mega Monster Munch and a Mega Drive. The five runners-up, who also receive a weight-enhancing year's supply of crisps are Justin Staley from Derbyshire, Craig Anderson from Fife, Robert Lamont from Moneyreagh, Christian Madden from

Edinbridge, and Master Danny Harman from Brockworth.

The winners of the *Join The Battlecorps* compo (Issue #36) are as follows: Michael James from Chichester, who wins the first prize of an all-expenses-paid trip to Core Design and three of their newest Mega-CD games. The five runners-up, who each receive a copy of the *Battlecorps* game, are Gareth Martin from N Ireland, G Senington from Weston-Super-Mare, Stephen Ingielwicz from Gillingham, Robert French from Bolton, and Damien Cummins from Hartlepool.

CATCH US BOTH ON THE

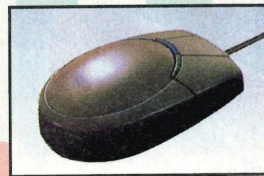
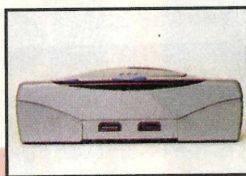


Sylvester & Tweety IN CAGEY CAPERS

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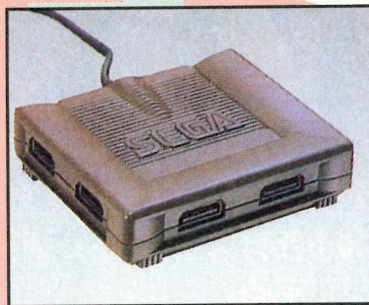
SATURN BRIEF

Here she is folks, ready to be launched by the Japanese in November. This is a machine that goes beyond the basic functions of a games machine. As well as playing back CD music you can enjoy karaoke by using a voice cancellation function. When CD music is played back the buttons are mapped to 'Playback', 'Rewind' and so on – just like a tape recording machine.

The Sega Saturn has an option to equal the quality of video-CD. Options to provide photo-CD and electronic books will also be available.



The racing controller is planned for release at the



same time as *Daytona USA*. The Virtua Stick will come out when the Saturn itself is launched. As for multi-play units, there's this superb tap-terminal known as the 'Multi-Terminal 6'. In keeping with common sense this will be ready for sale at the same time as the much-anticipated soccer sim *Victory Goal* (which you can read about when we preview it next issue!).

TAMA

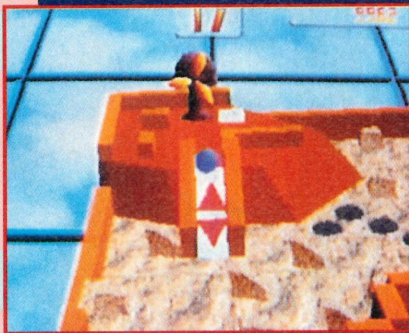
The beautiful and peaceful world where Tama lives has been invaded by Warudama (the Evil Tama) and the aim in this game is to defeat Warudama and return to the peaceful times.

Travelling through mazy woods, rocky mountains, athletic



grounds, cemeteries and ruins, players must reach Warudama in as quick a time as possible. The levels are quite unique – you don't actually play the part of Tama but guide him by slanting the field of play. By tilting and rotating the 'land tables' you can lead Tama to his goal.

Tama is Japanese for 'Ball', hence the reason why you can roll Tama around the levels by rotating these play 'tables'. Tama could well be one of the most original titles of the year on the Mega-CD. Set for release by Time Warner Interactive, this is out in the shops in Japan around the end of November.

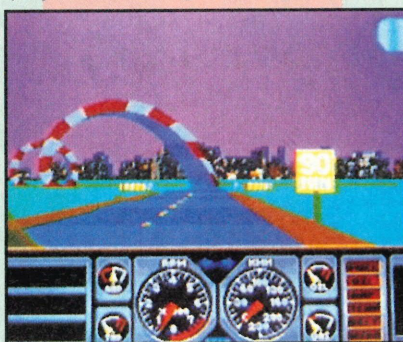


CHARTS

1	NE	LANGRESSER II
2	1	SHINING FORCE CD
3	8	PUYO PUYO (GG)
4	4	J LEAGUE PRO STRIKER '94 (GG)
5	NE	DYNAMITE HEADDY (GG)
6	10	NAZO PUYO
7	13	PUYO PUYO
8	6	THE ALCHEMIST'S STORY II
9	3	SUPER STREET FIGHTER II
10	2	J LEAGUE PRO STRIKER II

RACE DRIVIN'

Translated from the arcade game *Hard Drivin'* from Atari, *Race Drivin'* is due for release on CD very soon. It'll give players the feeling of driving a real car.



Of course this is by no means a new title to UK players. The MD import version has already been reviewed by SEGA PRO. The CD version is expected to be a lot smoother and realistic – hope-

fully a faithful translation of the arcade machine.

Using the capabilities of the Mega-CD to the full, the polygons are expected to look very good – giving true racing fans the chance to try out a simulated driving experience around the winding curves of stunt circuits.

Japanese gamers can expect to see this released around Christmas. If you've played *Hard Drivin'* in the arcades, then this is certainly worth looking out for when it arrives over here in the UK on import.

NIP
BITS

● One of the biggest problems with the portable Game Gear has always been the short life of the batteries. But there's a new product on the way known as the 'GG Power Battery'. The battery only takes two hours to charge yet it will last 25 hours! Weighing only 300g this should ensure you can play a game without worrying about power failure at a crucial moment in the gameplay!

● A new IBM personal computer network called 'People' has been set up at Sega's new Game Station centre. You can get hold of the latest information about consumers and arcade games, exchange opinions and ideas with other users in the network and also have access to the exclusive communication software known as 'Guippy'. This will allow users to look at stills and the latest moving gameplay screens. To join you can ring Japan on 0120 860 864 or alternatively send a fax to 044 200 8600.

● Something we are still to see over here in the UK is a Sega TV Channel. In Japan, Sega Digital Communications (SDC) have set up a Sega Channel at CATV in Tokyo, Yokkaichi and Suwa. The signals are sent via cable TV. As part of SDC's marketing campaign they are offering a two-month free trial.

ARCADE CHARTS

1	1	VIRTUA FIGHTER
2	—	THE KING OF FIGHTERS '94
3	3	SUPER STREET FIGHTER II X
4	2	VAMPIRE
5	—	DESERT TANK

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a great real driving game... we like it!"

NMS

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of all, fun!"

SEGA PRO

"U.S. Gold looks to get into
top gear with Power Drive"

MEAN MACHINE

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Definitely no stick-in-the-mud!"

PC ZONE



IBM PC

CD-ROM

AMIGA

S.NES

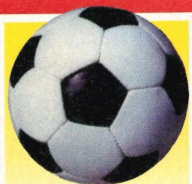
MEGA DRIVE

GAME GEAR

YOU'LL KNOW WHEN IT'S TIME...

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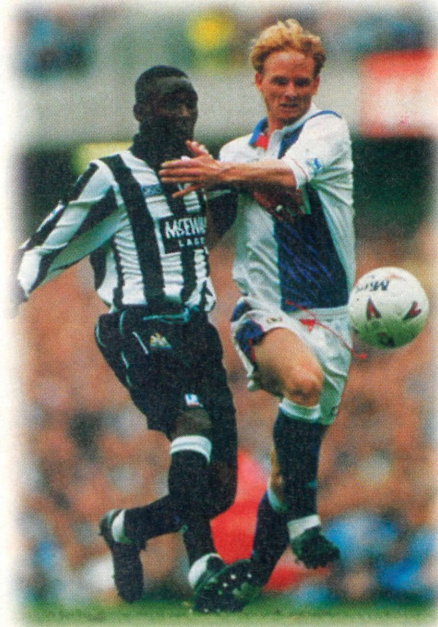




FIFA '95

In the competition everybody in the software industry is talking about, **FIFA Fantasy Football**, Mark Hill reports on the first two weeks of the season. Read the match reports and results in full here. We're alive and kicking, folks. Check your coupons and see if you've won a prize.

FIFA FANTASY FOOTBALL



PLAYER SCORES

1 Goal	+3pts
Hat-trick*	+10pts
1 Goal conceded	-2pts
Yellow card	-1pts
Red card	-2pts

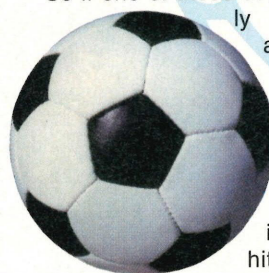
THE NAME GAME

You may have noticed that some of the players' names here are slightly different to the ones printed in the original FIFA supplement. This is due to the fact that the fax of players' names EA sent over before we started was a bit fuzzy, so we got some of them slightly wrong!

However, this doesn't affect the points scored at all. So for example, if you put Aston Villa's 15 A Hicho in your team, you'll still get all the points awarded to 15 A Hicks.

Another thing we ought to explain is that for some reason the original player lists omitted one forward or midfielder from each team, eg 16 M Webster from Man Utd. So if one of these scores, obviously

nobody gets any points for it as no-one could have possibly selected him! The same is true if a defender hits the net.



LEAGUE REPORT

If you've selected a Liverpool defence then I'm afraid things are looking grim for you people. They've conceded 16 goals in two games and that means a rather nasty black mark of -32 on your points tally! On a happier note the Blackburn defensive unit is looking very strong with only one goal conceded so far by Neil Armstrong's high-flyers. We'd written the XS veteran off, but it seems he's proving everyone wrong at the moment.

On the goal-scoring front there have been hat-tricks by A Hicks, H Gabriel, B Harrison, J Wooster and F Rankin. If you've included two or more of these players on your coupons with a tight defensive unit such as Blackburn or Aston Villa then it's likely you're doing well. For anyone already in the minus points (a fair few), don't lose heart - football is a funny old game and as *FIFA '95* is the best representation of our national sport on console so far then there's knowing how future results may affect your total points tally. Watch this space for all the further developments in our next issue.

Player

Goals

Card Pts Total Pts

ASTON VILLA

15 A Hicks	4*	No cards	+13
16 D Nathan	3	No cards	+9
14 S Bradshaw	1	No cards	+3
13 P Daniels	0	-1 (1Y)	-1
7 I Johnson	0	-1 (1Y)	-1

ARSENAL

16 G Asher	4	No cards	+12
13 B Harris	2	No cards	+6

BLACKBURN

15 B Arnold	1	No cards	+3
16 A Finch	1	No cards	+3
8 S Kearns	1	No cards	+3

CHELSEA

14 H Gabriel	4*	No cards	+13
7 S Raines	2	-1 (1Y)	+5
15 E Coop	1	-2 (1R)	+1
12 J Rose	1	-1 (1Y)	+2

LIVERPOOL

14 T Dawkins	1	No cards	+3
16 D Anstee	1	No cards	+3

MANCHESTER UTD

13 D Roper	2	No cards	+6
------------	---	----------	----

NEWCASTLE

15 B Harrison	4*	No cards	+13
14 J Wooster	4*	No cards	+13
10 S Horton	1	No cards	+3
12 M Fowler	0	-3 (1Y, 1R)	-3
8 S Parhik	0	-1 (1Y)	-1

NORWICH

13 F Rankin	4*	No cards	+13
14 P Suttersby	1	No cards	+3

DEFENCES GOALS CONCEDED

Team	GA	Pts
ASTON VILLA	2	-4
ARSENAL	8	-16
BLACKBURN	1	-2
CHELSEA	5	-10
LIVERPOOL	16	-32
MANCHESTER UTD	3	-6
NEWCASTLE	5	-10
NORWICH	6	-12

MANAGER OF THE MONTH

1	BEECH GROVERS	KEVIN O'CONNELL	+53
2	EA BARMY ARMY	DARREN BAKER	+52
3	JM ALL-STAR VII	MARK ASIEDU	+52
4	THE RAMPANT RADISHES	EVAN CARMICHAEL	+50
5	BLACK AND WHITE ARMY	ADAM BRIDGES	+50
6	BLACKBURN	BEN STYRING	+49
7	SIMON'S SELECT XI	SIMON WEAVER	+48
8	DAVID MELLOR FAN CLUB	SIMON FROGGITT	+47
9=	THE CYMRU RATS	KEVIN ROWLANDS	+47
9=	BOING! BOING! UTD	DAVID JAMES	+47
11	GRACE'S MAGIC ARMY	STEVEN GRACE	+46
12	ABBEY ATHLETIC	MATTHEW TAYLOR	+46
13	THE LATICS	PAUL HIGSON	+45
14=	THE INVINCIBLES	DANIELE CHIMARA	+45
14=	PSV ESTOVER	ROBERT BLAKE	+45
16	SPURS	JOHN TURNBULL	+44
17	NETSHIRT UNITED	MATTHEW SLADE	+41
18	SID CITY	STACY CLARKE	+41

Congratulations to **Kevin O'Connell** from Co Galway, Ireland for winning our Manager Of The Month award with a staggering 53 points. He'll be picking up a Manager Of The Month Trophy, a copy of *FIFA '95*, a full team strip for the Premier League team of his choice and a massive EA goodie bag. Nine runners-up also each receive a goodie bag.

Note that if two teams have the same points, the tie-breaker situation is decided on the Rating Total out of 600: the team with the lowest number of Ratings points used (eg 597) wins. If this is the same, other factors may be taken into account (eg goals and hat-tricks scored).

In cases where two coupons are exactly the same then both teams are placed equally in the table. This was the case for David James and Kevin Rowlands, and Daniele Chimara and Robert Blake.



WEEK 2 RESULTS

NEWCASTLE

2 - 5

ASTON VILLA

B Harrison
G Nakomen (unlisted)

A Hicks (3)*
D Nathan
S Bradshaw

BOOKINGS:

M Fowler
S Parhik

Newcastle
Newcastle

BLACKBURN

2 - 1

NORWICH

A Finch
S Kearns

F Rankin

ARSENAL

2 - 4

MANCHESTER UTD

G Asher (2)

M Webster (2) (unlisted)
D Roper (2)

CHELSEA

8 - 2

LIVERPOOL

H Gabriel (4)*
S Raines (2)
E Coop
J Rose

T Dawkins
D Anstee

BOOKINGS:

J Rose

Chelsea

SENDINGS OFF:

E Coop

Chelsea

WEEK 1 RESULTS

BLACKBURN

1 - 0

MANCHESTER UTD

B Arnold

CHELSEA

0 - 3

ASTON VILLA

A Hicks
D Nathan (2)

BOOKINGS:

S Raines
P Daniels
I Johnson

Chelsea
Aston Villa
Aston Villa

NORWICH

4 - 4

ARSENAL

F Rankin (3)
P Suttersby

G Asher (2)
B Harris (2)

NEWCASTLE

8 - 0

LIVERPOOL

J Wooster (4)*
B Harrison (3)*
S Horton

SENDINGS OFF:

M Fowler

Newcastle

WEEK 2 LEAGUE TABLE

	P	W	D	L	F	A	Pts
1 ASTON VILLA	2	2	0	0	8	2	6
2 BLACKBURN	2	2	0	0	3	1	6
3 NEWCASTLE	2	1	0	1	10	5	3
4 CHELSEA	2	1	0	1	8	5	3
5 MAN UTD	2	1	0	1	4	3	3
6 NORWICH	2	0	1	1	5	6	1
7 ARSENAL	2	0	1	1	6	8	1
8 LIVERPOOL	2	0	0	2	2	16	0





ARMSTRONG SETS THE PACE

BLACKBURN 2

NORWICH 1

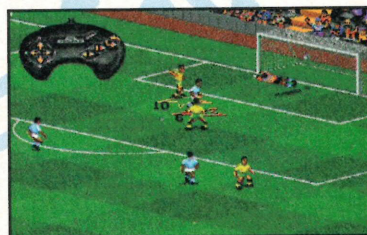
Neil Armstrong's Blackburn sent out a warning to the rest of the league by making it two wins out of two. This was a match that could of gone either way with both keepers working overtime to stop the many long-range shots from outside the 18 yard box.

The first goal came after 5 minutes when Blackburn's A Finch kicked a long dipping shot into the roof of the net. It was very much against the run of the play as Norwich had surged forward in numbers with a series of early strikes to peg Blackburn back in their own half.

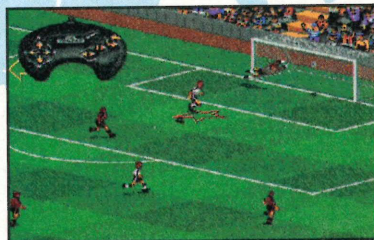


Norwich evened the score with a goal resulting from a defensive error by Blackburn's central defender. F Rankin pounced on the loose ball in the 6 yard box and blasted it over the keeper's head and into the back of the net.

Norwich started the second half in a similar fashion to the first with a series of efforts on goal, but thanks to the heroics of the Blackburn keeper it was all to no avail. Blackburn clinched the winner, S Kearns drilling the ball home from 20 yards five minutes from the end. There were no bookings or sendings off in a clean game that sees Neil quietly making a very impressive start to the season.



WEEK 2 MATCH REPORTS



NEWCASTLE SEE RED

NEWCASTLE 2

ASTON VILLA 5

As the scoreline suggests, this match was full of excitement with both sides adventurously pushing forward. But with two Newcastle men sent off towards the end of the 90 minutes it was inevitable that the headlines would focus more on the disgrace than Phil King's superb five-goal demolition job.

The match started in good spirit with Newcastle's E Gordy almost scoring with a superb long-range effort from outside the 18 yard box. But Villa pushed forward in numbers and were soon rewarded when A Hicks struck a low shot home midway through the first half to give his side the early lead.

Newcastle did not let their heads drop. Straight from the kick-off the

Toon army were back on level terms as B Harrison's determined run, followed by a long low strike, made it 1-1. Villa continued to frustrate Mark Hill's side with a series of passes in his defensive area. As Newcastle's defenders failed to clear their lines, D Nathan shot at an acute angle to make the half-time score 2-1.

In the second half Villa struck a third through S Bradshaw, and although Newcastle's central defender G Nakomen gave his side a fighting chance to make it 3-2, the sendings off of defenders G Green and D Steadman left Mark Hill with an impossible recovery job. Phil King's Villa took full advantage with two further goals from A Hicks and D Nathan to complete Newcastle's misery on the day.

OFF THE MARKE WITH EIGHT

CHELSEA 8

LIVERPOOL 2

After conceding three goals to Aston Villa last week, Chris Marke's Chelsea put on the best performance of the season so far with this eight-goal hammering of a lacklustre Liverpool side. The besieged Scousers held on for six minutes in a first-half plagued with off-sides and petty fouls. But with Chelsea pressing ever harder it was H Gabriel who eventually broke the deadlock with a strike from outside the 18 yard box. Eight and a half minutes played and H Gabriel was at it again - scoring a carbon copy of his first goal with another curling effort. On the stroke of half-time Chelsea effectively put the game beyond reach with two further strikes by S Raines and H Gabriel.

The second half followed a similar pattern with Chelsea's elegant pass-

ing moves broken up only by the number of off-side decisions. But they had their tails up and soon added to the scoreline with a twelfth minute strike by H Gabriel to complete his superb hat-trick.

Liverpool were by no means disgraced as T Dawkins took full advantage of a weak clearance by the Blues keeper with a daisy-cutter into the empty net. The relief of Liverpool's first league goal obviously lifted their confidence and D Anstee's long-range effort soon made it 5-2. Liverpool's comeback was short-lived, though. Chelsea continued to show their superiority with S Raines and J Rose making it seven. The rout was complete when H Gabriel burst through the Liverpool defence to fire home his fourth goal of the game.

UNITED FIRE FOUR PAST GUNNERS

ARSENAL 2

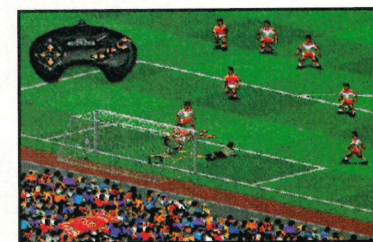
MANCHESTER U 4

After last month's disappointing defeat, Richard Forsyth fired his Manchester team up for a fine performance against Colin Nightingale's Arsenal. It took a mere 17 seconds for United to open their account with a great goal. Some neat midfield passing ended in M Webster's powerful volley from the edge of the area.

At this point, a disgruntled Colin disappeared for several minutes (claiming he had some urgent work to do). But his 'team talk' did no good at all, as Richard continued to dominate possession, even confidently dribbling round his own area. A couple of minutes later, his superior play resulted in a second goal. Again it was M Webster who won the ball in the air and volleyed it straight in. Against the run of play, Colin got one back just before half-time with a long shot from G Asher.

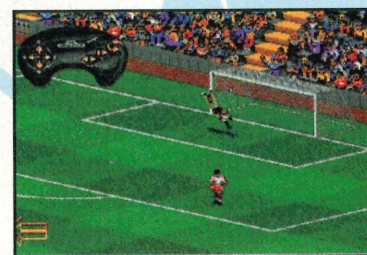
The second half was a scrappy affair with Colin's long ball tactics resulting in countless offside decisions, leading him to criticise the infamous rule: "It spoils the game!"

With four minutes to go, United secured victory with a couple of quick goals from D Roper; the second a simple tap-in after the goalie fumbled. G Asher managed to grab a consolation for Arsenal in injury time.



SCORING		
Panasonic		
Time	Team	Player
20:25	Arsenal 16	G. Asher
16:41	Manchester U 13	D. Roper
15:56	Manchester U 13	D. Roper
7:19	Arsenal 16	G. Asher
2:30	Manchester U 16	M. Webster
0:17	Manchester U 16	M. Webster

A-Foul Summary B-Game State

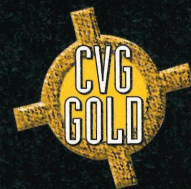


Who's going to be top of the league next issue? To find out the answer to this and other questions catch the next thrilling Fantasy League instalment in Issue #40!

KICK OFF 3

EUROPEAN

Challenge



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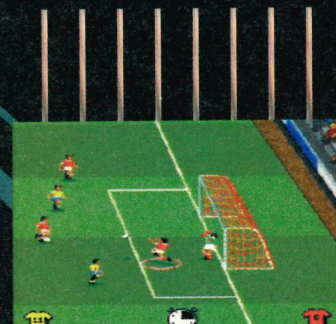
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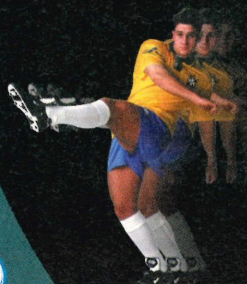


MEGA DRIVE

SUPER NINTENDO
ENTERTAINMENT SYSTEM

SCORE

ANCO



VIC TOKAI

Published by Vic Tokai Europe Ltd, Tokai House, 9 Duncan Close, Moulton Park, Northampton NN3 6WL Tel: 0604 671415 Fax: 0604 670864

Screen Shots are illustrative of gameplay and may vary from format to format

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PREVIEW

MEGA 32X

Have you got what it takes to be a rough, tough Space Marine? Find out in the bloodiest game ever, as *Doom* rips your liver out and feeds it to the aliens. Chris Marke was our man taking the pain!

In its original PC incarnation *Doom* was based on *Wolfenstein 3D*, borrowing ideas from it but presenting them in a completely different way. *Doom* allowed you to interact much more with the surrounding environment, as the fast-paced action hit you in the face like a sledgehammer, showering you with plenty of blood in the process!

The Mega 32X version certainly doesn't shirk any of its more gory responsibilities, with plenty of exploding heads, bloody entrails and screaming murder. The game is viewed from a first-person perspective, that clones such as *Zero Tolerance* on the Mega Drive have attempted to emulate. You go up stairs, lifts or down pits, while all the time hordes of nasties attempt to turn you into mincemeat.

The story line is simple. You play a Space Marine, trapped on a moon base which has been invaded by all

manner of evil creatures. After seeing the rest of your comrades brutally destroyed in a hail of gunfire and fire-balls, you're the last hope to save the moon base and, of course, life as we know it – isn't it always the same!

The whole nightmare scenario has to be seen to be believed. It really is action all the way. If you attempt to stand still in this game it's goodnight and game over before you even get the chance to blink. This could be the game to give the Mega 32X its first Pro Yo! Find out in our in-depth review next issue. **SP**



(Above) Take out the bad guys with your hand gun. Don't fret, the weapons get more brutal later!

(Right) Check out every nook and cranny for bonus items.

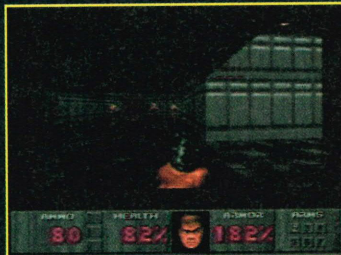
MEGA DRIVE
32X



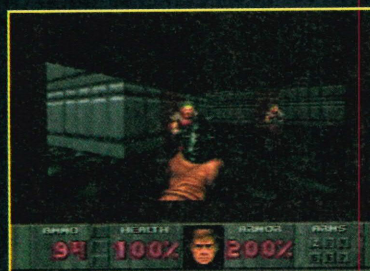
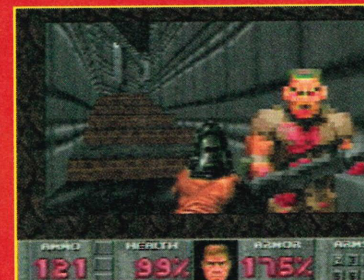
BAD GUYS

The monsters in *Doom* are even more scary than your worst nightmares! These guys mean business and they come at you from all angles. The sheer volume of attack does vary, however, depending on which difficulty mode you select at the beginning of the game.

There are plenty of aliens to wipe out, ranging from opposing marines to shrieking skulls and mutant blobs. Their only goal in life is to cause your death, which is a pretty nasty prospect really, considering the number of levels you have to battle through.



The dark tunnels, spooky animation and intimidating sound effects all combine perfectly to create an atmosphere of genuine suspense.



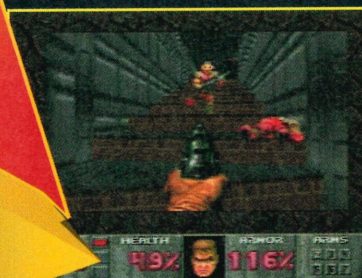
(Above) Behind every door lies another hideous nightmare just waiting to pounce on any unwary space marine!



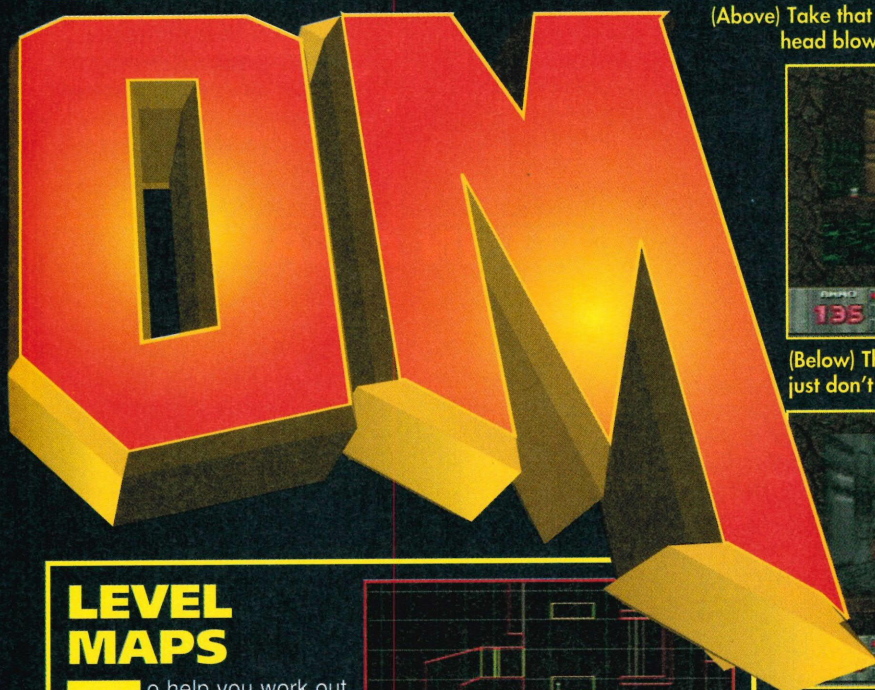
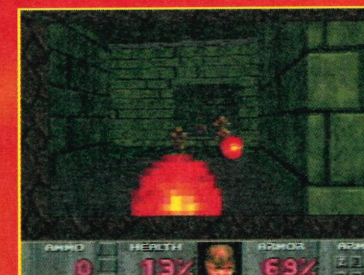
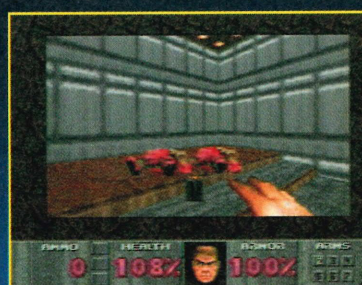
(Above) Take that sucker! Another beast gets its head blown away at point blank range.



(Below) These guys are suicidal! They just don't know when they're beat!

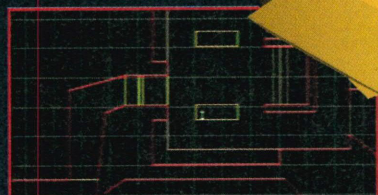


(Below) You can tell where you've been by the mutilated bodies of the aliens you've killed covering the floors.



LEVEL MAPS

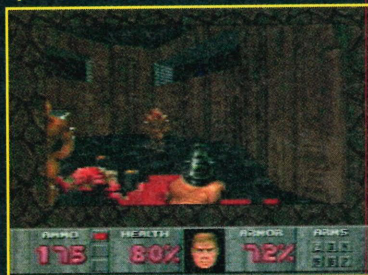
To help you work out where you've been and where you



want to go, your Marine carries a handy mapping device. This vital piece of equipment records your progress through each level, creating maps like the ones shown here.

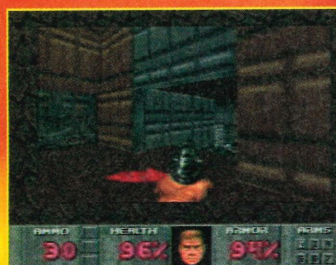


The slaughter continues at a frightening rate. In this game there's never a let up in the violence!



WEAPONS

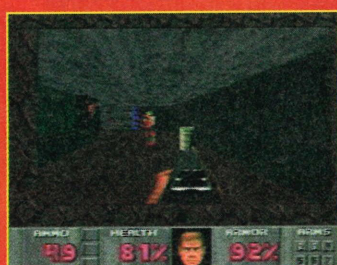
There are a host of weapons to collect as you fight your way through each stage. You begin with a lowly Pistol, but this can soon be upgraded to a Pump-action Shotgun, Machine Gun and Chainsaw. Others include a Chain Gun, Rocket Launcher and Plasma Rifle. The further you progress the more important it is to collect the more powerful weapons. However, should all else fail, you could always get things sorted with the knuckle-dusters!



Nobody said it would be easy, so keep blasting mate!



I say chap, these aliens just don't behave like a real chap should!

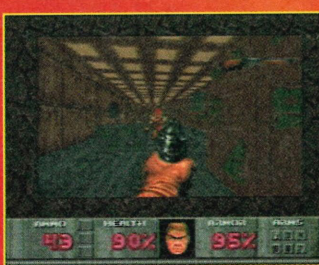


You'll need eyes in the back of your head to spot the aliens creeping up behind you!



(Above) The shotgun's power usually has the enemy scrabbling about on the floor, playing Cat's Cradle with their own intestines!

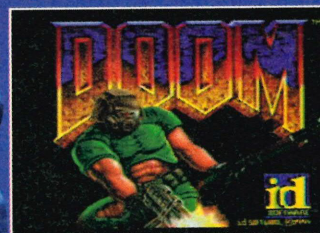
This is damned messy work old chap. I'll never get all this blood out of my tunic you know!



Blammo! Another alien pig bites the dust in spectacular style.



SEGA
£TBA
OUT: NOV



COMPLETION

1st IMPRESSIONS

This is what we want! Sickening violence, unbearable tension and unbeatable gameplay. *Doom* is the game every Mega 32X owner is going to want to own as soon as they've got the machine.

The slickness of the presentation, coupled with the simplicity of the gameplay, means you'll be straight into this the moment you slap the cart into the machine. There's nothing that's going to tax the brain cells too much in *Doom*, but then again who cares? What it's about is fun.

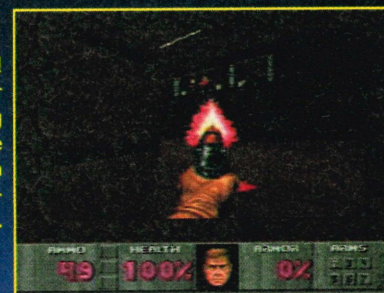
That's not to say there's no strategy involved. After all, you still have to negotiate each level, which is no easy task to accomplish. Use your map to chart your progress and you may be all right, but only if you're playing in wimp mode!

ALL IN A GAME

Doom on the 32X presents you with 30 levels of absolute mayhem and slaughter to negotiate. It's not a game for the faint-hearted or people who think violence in games is a bad thing.

After all *Doom* is ultra-violence gone mad – blood slides down the walls, characters explode in an orgy of gory entrails and internal organs fly, still beating, from the hearts of aliens! There may be a little bit of exaggeration here, but the graphics certainly provide the player with a blood feast.

The animation is also smooth, with the Marine's weapon blasting away with incredible authenticity. On top of this the first-person perspective increases the tension of the game, with aliens lurking around every corner. Add to this some brilliant sound, which perfectly captures the atmosphere, and this is one game guaranteed to have you screaming... with delight most of the time!





CYBERJOBE'S COMIN' AT YA!

So, if you think you've seen it all, then get ready for the Lawnmower Man™
on the Mega Drive and Mega CD.

HE'S GONNA MOW YOU AWAY.

THE
LAWNMOWER MAN™

MEGA DRIVE
MEGA-CD

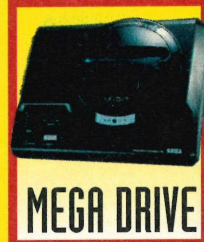
Time Warner Interactive, 1 Rushmills, Bedford Road, Northampton NN4 7YH. Tel: (01604) 602800. Fax: (01604) 602832.

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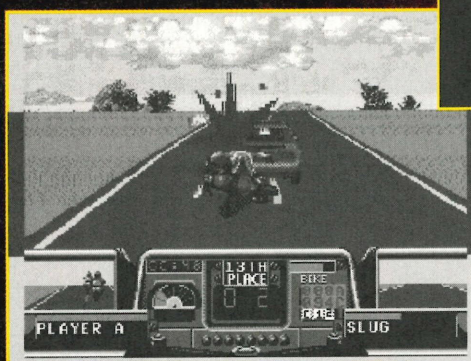
TIME WARNER
INTERACTIVE

PREVIEW

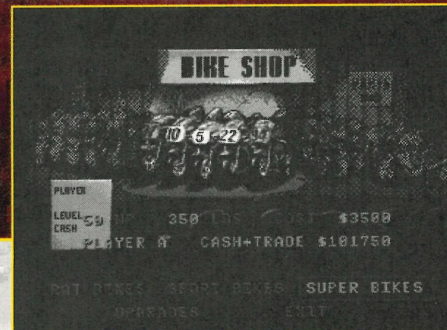


To find out who was king of the road, Chris Marke mounted his motorbike, slipped on some knuckle-dusters and checked out the third in the Road Rash series.

(Right) Road Kill! The biker gets wiped out by a mean ol' car.



(Below) The added hazard of an icy surface is all you need!



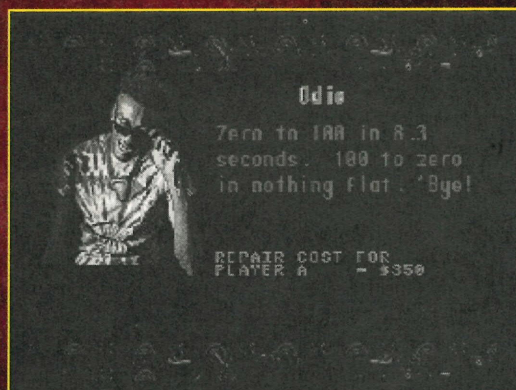
When Electronic Arts created the first in this series they must have guessed they were on to something good. To prove them right, *Road Rash III* takes up where the other games left off.

This game promises more of the action-packed, eye-catching gameplay we first got back in 1992 with the release of the original *Road Rash*. It was a brilliant product, capturing the imagination of virtually every Mega Drive owner with its exhilarating blend of racing simulation and ultra-violence.

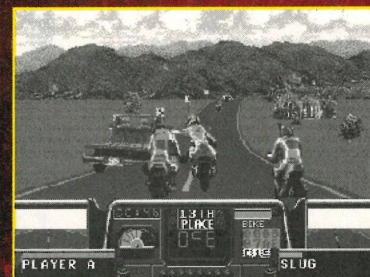
This was followed in early 1993 by the eagerly awaited sequel, which introduced the two-player split-screen option. As we all know, beating up a mate in a game does wonders for the playability and this was no exception. Now the violence was even more fun and the action even more furious!

All of which brings us neatly to the present day and a third dose of

ROAD

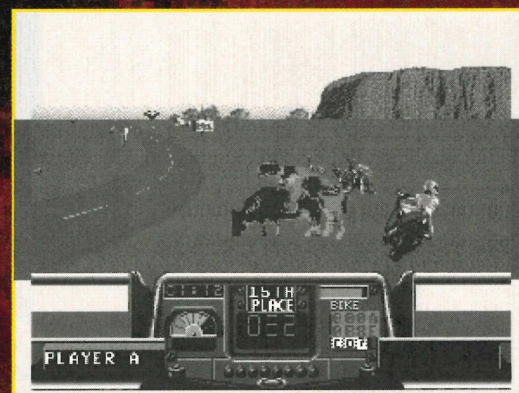


(Right) A severe blow to the head takes out this competitor. Remember the only way to play is dirty!



(Left) Who's the thin guy going for a stroll?

(Right) Don't have a cow man!



EXCLUSIVE

ALL IN A GAME

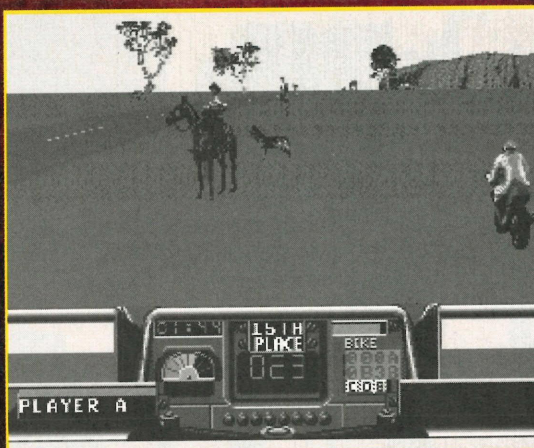
Though it's still in its early stages *Road Rash III* looks to be shaping up into a stunning game. It's got more tracks, more bikes and, of course, a heck of a lot more violence! There are tracks from every part of the world, allowing you to test your skills and bravery against the very best race aces going.

The game also uses the split-screen option, now favoured by most quality racing simulations. This allows you to take on your friends over each of the tight, twisting courses, while still battling it out with the other computer-controlled opponents. There are a host of other obstacles to overcome, including cars, cows, horses and deer. All of which are capable of causing near-fatal crashes!

Road Rash mania is preparing to stomp its biker boots all over the Mega Drive. Once again the object of the game is to win the races at all costs, regardless of the death and mutilation you leave in your wake. Punch, kick, slice and dice your way to victory, in the race where whacking your opponents with sticks and chains is considered part of the fun!

The game looks set to continue where the others left off, with more sensitive road handling, quicker response to the joypad commands and plenty of added options. Put simply, the old cliché – if you're a fan of the earlier games, get this – definitely applies and if you've never experienced the *Road Rash* games before you're in for a real treat! **SP**

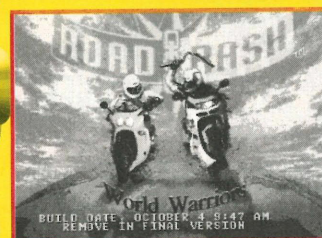
(Right) "Hey pardner, the road's that-away, so git the hell back where you belong."



This guy's got the world on his back. It's a strange place to have it I guess, but better than landing on your back in the dirt at one of the tracks.



EA
£TBA
OUT: JAN



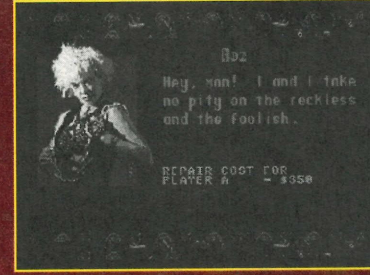
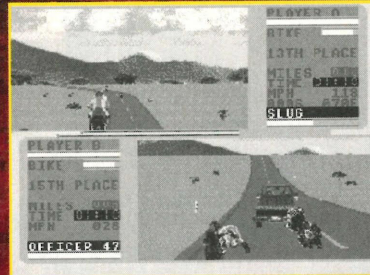
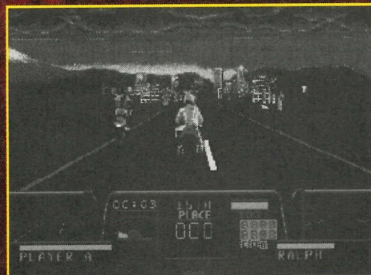
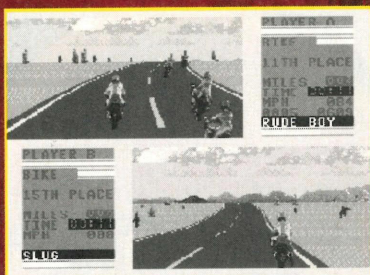
COMPLETION

1st IMPRESSIONS

Once again Electronic Arts seem to have come up trumps, with another first-rate, well-polished racer. The most important factor when judging any cart is the quality of the gameplay and *Road Rash III* looks to have this in abundance. There are loads of levels and tracks to pit your wits against, as well as the exciting two-player mode.

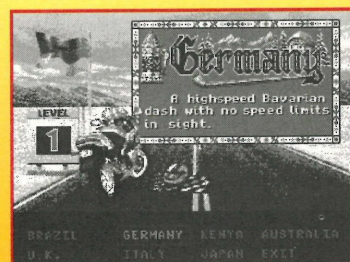
The animation looks to be top-notch, with a great sense of speed as you hurtle around each of the tracks. Basically, if it's fast and furious gameplay you're after, you're going to be onto a winner with *Road Rash III*.

RASH III



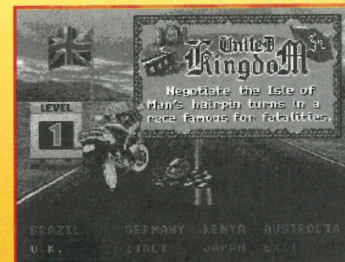
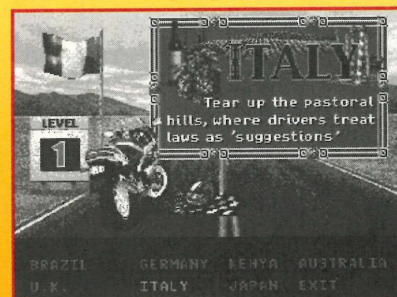
ALL ROUND THE WORLD

The racing in *Road Rash III* takes you on an intercontinental excursion, covering almost every corner of the world. Prepare to race in countries as diverse as Britain, Germany, Kenya and Japan. It's all happening here, as those vicious racers bash and slash their way to victory. Only the toughest will survive and

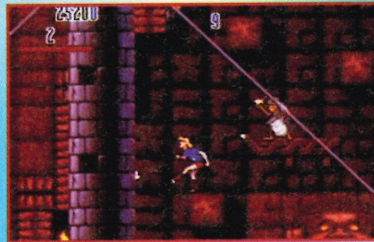
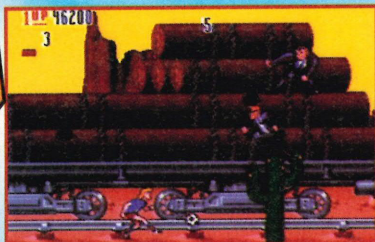


it's no fun being stuck on the other side of the world with a length of chain lodged in your helmet!

Wherever you go in the world to race the action's going to be tough...



... especially around the hairpin bends at the Isle of Man race!



HURRICANES



KICKING UP A STORM!

Hurricanes is a top-rating cartoon series which US Gold have converted into a massive Mega Drive adventure. The game is based upon situations and events surrounding the characters featured in the cartoon series by DIC and Scottish Television.



The Hurricanes are a collection of wacky football players, who all love playing their football in the true spirit of the game. In the new Mega Drive release they are challenged to a football match to decide the World Soccer league champions by their evil rivals the Gorgons. The player must select a Hurricanes character to use and overcome puzzles, traps and enemies planted by the Gorgons through five levels of action.

In association with US Gold we've got loads of Hurricanes goodies to give away, including copies of the game and the videos of the cartoon from Polygram. Here's the prize list:

FIVE WINNERS
each win a copy of *Hurricanes* for the Mega Drive, a *Hurricanes* LCD game and a copy of Polygram's cartoon video.

10 RUNNERS-UP
each receive a *Hurricanes* LCD game and a copy of the *Hurricanes* video from Polygram.

To win the prizes, answer the simple question below on a post-card and send to:

Hurricanes Compo, SEGA PRO,
Durham House, 124 Old Christchurch
Road, Bournemouth BH1 1NF.

THE QUESTION

What's the name of the US Gold game for the Mega Drive that features a big, green guy, who's a bit mean when he gets angry?

MENTAL!



PSYCHO Pinball

Codemasters

Licensed by Sega Enterprises Limited for play on the Sega Mega Drive™



THE FINEST PINBALL GAME EVER TO GRACE THE MEGADRIE! SEGA POWER 92%

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Team Information	
Full Team	Ivory Coast
Forwards	Full Team
1 CBAD PLAYED	
2 CBAD PLAYED	
3 CBAD PLAYED	
4 CBAD PLAYED	
5 CBAD PLAYED	
6 CBAD PLAYED	
7 CBAD PLAYED	
8 CBAD PLAYED	
9 CBAD PLAYED	
10 CBAD PLAYED	
11 CBAD PLAYED	
12 CBAD PLAYED	
13 CBAD PLAYED	
14 CBAD PLAYED	
15 CBAD PLAYED	
16 CBAD PLAYED	
17 CBAD PLAYED	
18 CBAD PLAYED	
19 CBAD PLAYED	
20 CBAD PLAYED	

We assume the player names will have changed for the better by the time the game hits the streets!



With only the opposing winger to beat the England player roars in from the touchline, confident of out-pacing his man and winning the World Cup for his country!

When the latest sports simulation from Electronic Arts crashed onto his desk Chris Marke tackled it head on. One black eye and bloody nose later he sat down to play with his odd-shaped balls!



Get the ball over the line and the information panel tells you which player got the try.

Sports simulations are arguably the most popular and successful games on the Mega Drive, with names such as *FIFA Soccer*, *John Madden* and *NHL Hockey* featuring high on anyone's list of all-time favourite carts. It's also no surprise to know that all of the games mentioned above were produced by EA Sports, the undisputed kings of the sports simulation.

EA are now set to release *Rugby World Cup 1995*, a move which didn't pass without a few raised eyebrows when it was first announced. After all rugby is a notoriously difficult game to convert into a playable simulation and, with the exception of Domark's *International Rugby*, the Mega Drive had never seen a rugby sim before.

The reasons for the scepticism are simple. On the one hand rugby, by its nature, doesn't naturally lend itself to the computer. The game stops and starts all the time, with loads of rucks, mauls and scrums slowing the action up, often to a near standstill. The other reason is

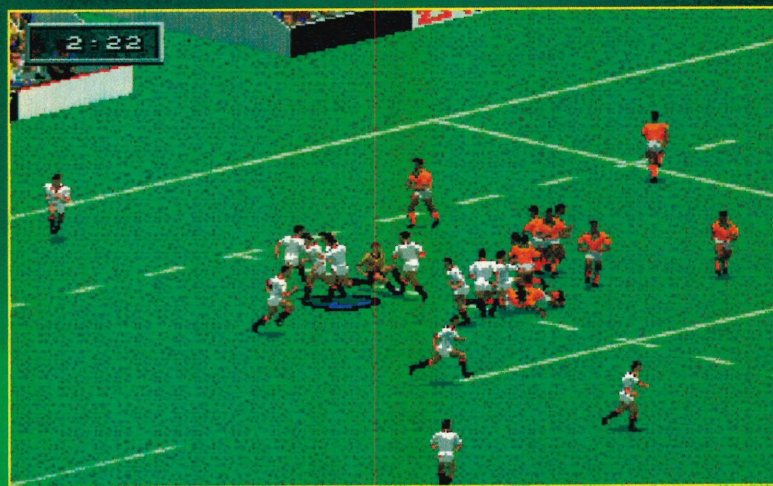
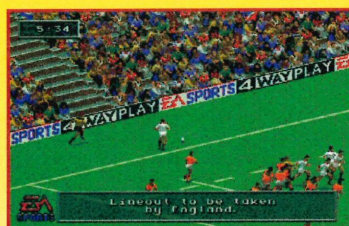
the perceived lack of interest in the game amongst Mega Drive owners.

Whether these fears are justified or not remains to be seen, but one thing's for sure: the version we played looks like being a winner. It's exciting, fast and furious, with a real competitive edge in the two-player competitive mode.

EA have done their best to ensure the play keeps flowing by easing the penalty rules a little and making the mauls, line-outs and scrums as fluid as possible. True, the simulation moves slightly away from the rules of the sport, but the principles of the game have certainly not been sacrificed. The emphasis is firmly on an

AMAZING ANIMATION

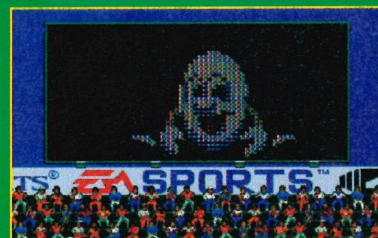
This cart features some superb animation as the players tackle, run and dive in for tries. The game is made memorable by the outstanding Silicon Graphics-modelled player graphics, with over 2,000 frames of animation for each player and over 100 moves. All of which gives the movement of the teams during rucks, mauls, drop kicks and diving tackles a really authentic feel. This realism is supported by the same 3-D isometric viewpoint used in *FIFA International Soccer*.



(Above) Get ready to rumble! The world of rugby is no place for the timid!



As soon as a player grabs the ball, start hot-footing it down the pitch. Any delay and he'll be flattened by one of the rabid forwards!



No it's not an egg! This is the rugby ball shaped mascot.

RUGBY WORLD

ALL IN A GAME

Rugby World Cup 1995 is the official game of the forthcoming World Cup to be held in South Africa next year. It's the first rugby game attempted by EA Sports and it also has the distinction of being programmed and produced at Electronic Arts' European Headquarters in Langley, Berkshire.

The game gives the player the chance to manage the team's strategy before and during matches. It also allows you to train the team before a game to improve skills and make the forwards work more as a unit in rucks and mauls.

With 30 authentic international teams, including all 16 World Cup qualifiers; authentic crowd reactions in the fine traditions of FIFA Soccer and compatibility with Electronic Arts' 4 Way Play adaptor, *Rugby World Cup 1995* is an exciting simulation with bags of outstanding playability!

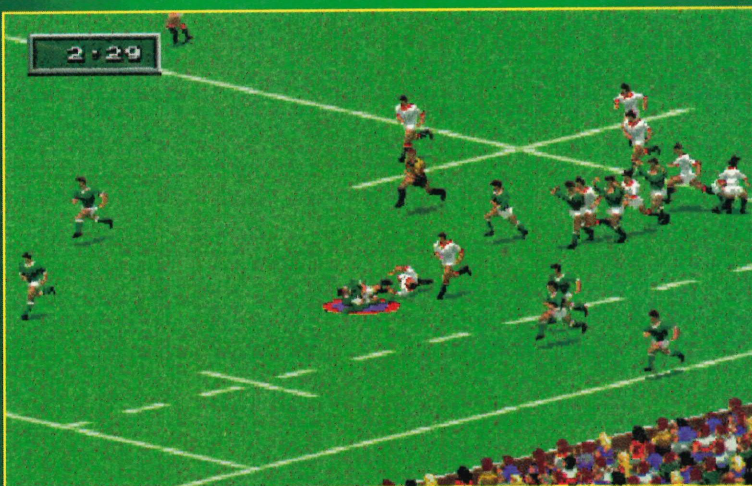
open running game, which means the ball is on the park for longer periods of time than in the real thing. EA Sports' attempt to breathe life into a sports sim others feared to handle should be commended and, it has to be said, their determination looks to have produced a cracking game!



The celebrations when you notch a try often centre around the cheeky mascot.



A ruck slows the action, but EA's version of rugby is intended to be much more fast-paced than the real thing.



(Above) The toss decides who will kick off and from which end they will start.



The line-out maintains the traditional rules of the real game.



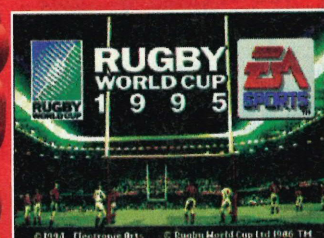
A wall of defence blocks England's progress towards another try.



Your odd-shaped ball doesn't look so happy with life when you miss a simple conversion.



EA
£44.99
OUT: DEC



COMPLETION

1st IMPRESSIONS

After overcoming any initial doubts you may have about the feasibility of a rugby simulation, *Rugby World Cup 1995* swiftly draws you into the game. The gameplay is superb, with smooth animation, excellent crowd noises and fast-paced action combining to create a really exciting and addictive simulation.

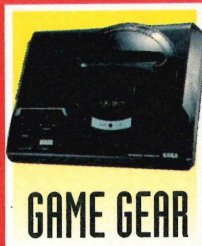
The speed is particularly impressive, as one minute you're defending desperately under your posts and the next you're storming up the pitch, passing the ball across your backs and dodging the opposition's desperate tackles. This is definitely going to be a sports sim you'll come back to again and again. As we found during an office tournament it will appeal to fans of the real thing, neutrals and rugby-haters alike. Catch the full review next issue, but for the moment rest assured that EA appear to have done the business once again!

(Below) The animation of the players is of a similar quality to FIFA. Even when they're not involved in the action they do something such as put their hands on their hips.



LD CUP 1995

PREVIEW



Born to be wild, Mark Pilkington got on his bike to race a few laps on both the Mega Drive and Game Gear versions of Domark's new 'silver dream machine'...

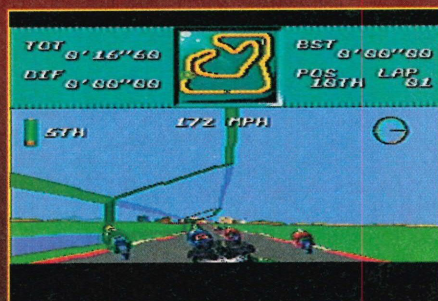


Kawasaki SUPERBIKES

Although both the Game Gear and Mega Drive versions of *Kawasaki Superbikes* have been developed by Domark, the latter has been licensed for release by Time Warner Interactive. They should be onto a winner as Domark's last attempt at a racing game was *F1*, the superfast Grand

Prix simulation. Generally regarded as one of the best racing games ever, *F1* was a big hit last year. Can you imagine then, what the game would be like if you took out the cars and replaced them with bikes? Pretty good, eh? Well, that's what Domark thought as well...

With tactical and technical input from the Kawasaki 'Team Green' racing team (try saying that fast!), this game promises to be the 'most technically advanced racing game ever'. Using the same 3-D graphics engine as *F1*, it's certainly the fastest bike game that we've played (especially in the exhilarating Turbo model). It's also very realistic as you bank into the corners to get the best racing line. With the split-screen two-player option showing no sign of slowdown, this looks to be a big hit when it's released this November. **SP**



The bikes get perilously close as they zoom round the circuit at over 170mph.

ALL IN A GAME

The Mega Drive version of *Kawasaki Superbikes* will feature more options than you can shake a racing helmet at. Crammed into the 16Mbit cartridge is the choice of a one- or two-player racing mode and 14 genuine international tracks to speed around – including the eight-hour Suzuka endurance race. Any of these can be practised; or you can race around the whole lot in the full championship, where points are awarded after every race.

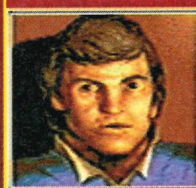
As usual, you get to do a few qualifying laps to improve your place on the starting grid. Before each race you are given a choice of tyres and engines to use, all which will become a factor in your bike's performance. Your choice will depend on the weather, but as in real life this can change as the race progresses. 11 other racers will attempt to beat you in every race, and they probably will as well, because this game is one of the hardest we've played in a long while. At first, it's tricky to get to grips with the sensitive bike controls and it's very easy to oversteer and crash into the trackside scenery. Strangely, this doesn't cause you to fall off, but damages your bike – too many 'accidents' and a visit to the pits is required.

RACING RIVALS

So what games will *Kawasaki Superbikes* be up against, then? For the Mega Drive version, it will definitely be the *Road Rash* series, soon to be extended with the release of *Road Rash III*. *Kawasaki* is much faster than the previous two *Road Rash* games, so the third will have to go some to beat it.

The Game Gear version will have the road pretty much to itself really, but *GP Rider* and, erm, *Paperboy* might put up a bit of a fight. Maybe.

Choose your tyres and gears before each race. Low gearing is good for twisty tracks.

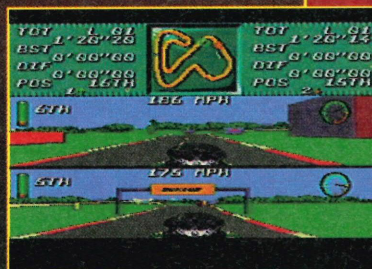


EUROPEAN BRANDS HATCH
LAP 2.599 MILES

There's been a lot of rain in the local area so make sure you take advantage of the better grip of wet tarmac.

GEARING HIGH

GEARING LOW



It's really competitive in the split-screen two-player mode.



Uh oh, player two's bike has been damaged by too many crashes. Time for a pit-stop.



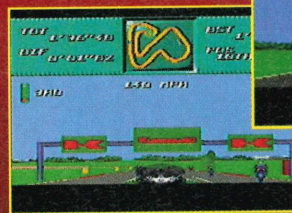
In two-player mode, the screen is split so each player gets their own unique view. Despite this, there's no graphical slowdown.



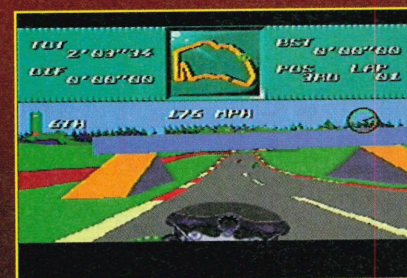
(Left) The weather looks a bit gloomy. I hope you've got your wet tyres on if it rains.



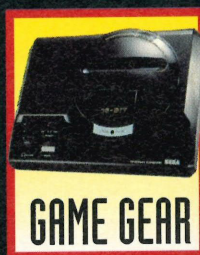
(Above) Crashing into scenery damages your bike. If it's bad you have to get it repaired in the pits.



(Above) Go on, twist the throttle to maximum and you can overtake that computer bike.

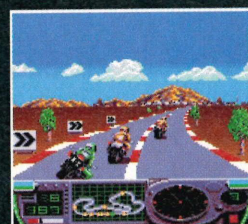


(Above) Silverstone is one of the fastest circuits. (Below) You can stop in the pits to change tyres to suit the current conditions.



GET IN GEAR

As you can see from these screenshots, the Game Gear version of *Kawasaki Superbikes*



You view the GG action from behind your bike.



The start of the race is very perilous with so many other bikes around. Hitting them causes you to fall off.



Superbikes uses a different perspective of the action, with a third-person view just behind your bike and rider. The game differs from its Mega Drive counterpart not only in visual terms, but the way it plays as well. Why this is, I'm not sure, but that doesn't mean to say that it's inferior in any way. Not at all.

For a start, your rider falls off his bike if he crashes into opponents – it's okay though; he just gets up and remounts his machine. Another interesting feature (not in the MD game) is being able to visit the garage between races. This gives you the chance to upgrade your bike by buying better engines, parts and tyres – spending money earned by finishing well in previous races.

As in the MD game you can practise any of the ten worldwide tracks or play them all in the championship mode. There's also a Gear-link two-player option and an 'arcade' mode where you have to finish in the top eight to continue onto the next race.

Revvng up on the grid at the start of a race. Wait for the green light, then go hell for leather!



TIME WARNER INTERACTIVE
£TBA OUT: NOV/DEC



COMPLETION

1st IMPRESSIONS

The first thing that hits you is the sheer speed of the 3-D graphics. They really do rocket past at an alarming rate, even when there are lots of riders around you, and the first-person perspective ensures that you get that authentic sitting-on-the-bike feeling. As mentioned, the control of your bike is very sensitive. This makes things very tricky at first, but it's very satisfying once you master the art of cornering.

With speed and realism, *Kawasaki Superbikes* is certainly one to keep an eye on.



DOMARK
£TBA OUT: NOV/DEC



COMPLETION

1st IMPRESSIONS

As with the Mega Drive version, things are looking very nice indeed. We particularly liked the graphical smoothness of the road as it whizzes past you. Although control of the bike isn't as tricky to control as on the MD, you have the additional problem of avoiding the other riders which cause you to crash to the ground with the slightest contact. The garage feature is also a nice option, enabling you to upgrade your bike as you progress through the races. If the Mega Drive version was the two-wheeled equivalent of *F1*, then the Game Gear version must be the biking *Outrun* of the small screen.

PREVIEW

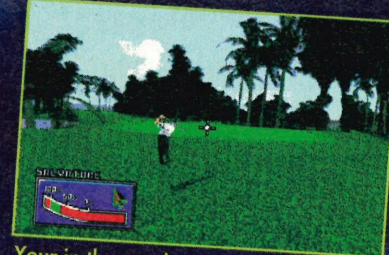
MEGA-CD



On the green, it's time to get your putter out. The status panel tells you the distance to the hole.



Putting again. Aim the cross-hair to aim your shot.



Your in the rough, so you'll need to use an iron. Stop the power meter in the right places to hit a good shot.

WORLD CUP

Dreaming of World Cup glory once again, Phil King tees off for the Mega-CD's debut golf simulation.

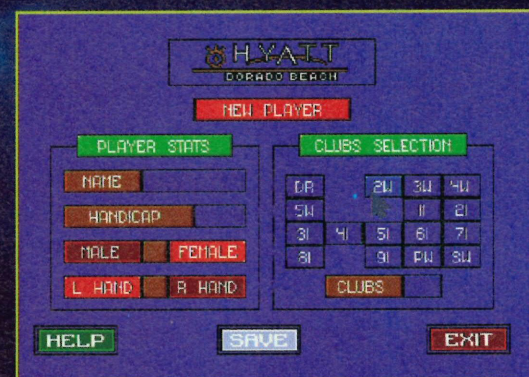
After scoring with their official *World Cup USA* soccer game in the summer, Birmingham-based US Gold reckon they can hit a hole in one with their new *World Cup* Golf licence. For the uninitiated, the *World Cup of Golf* is the oldest, most prestigious international golf team event — hmm, what about the Ryder Cup then? Two-man teams from various countries compete in matchplay to decide the winner. This time the Final is taking place on the Hyatt Dorado Beach course in Puerto Rico. Unsurprisingly you can play



Whoops. Looks like your last shot was a bit off — you're stuck behind a big tree! Better just knock it back out onto the fairway.



round this course in the video game, along with three others: Runaway Bay, Jamaica; Mission Hills, Thailand; and Mission Hills, China. These are all depicted by pre-rendered images created using Silicon Graphics hardware and a 3-D modelling package from Wavefront Software. This has resulted in highly realistic views of the courses which, according to US Gold, are impecca-

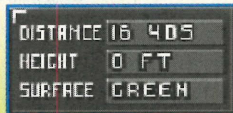


You've selected a 9 iron to try to chip out from behind the trees.

Up to four players can compete. Choose each one's sex, hand and bag of clubs.

CLUB CONTROL

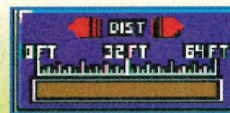
Shots are played using an on-screen aiming cursor and a variety of status displays and meters...



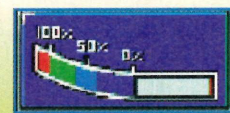
• This appears when moving the cursor, showing you what type of terrain it's over and the distance from your golfer.



• Choose from the assortment of clubs in your bag. Woods are for long fairway drives; irons for shorter shots or playing out of the rough.



• This only appears when you're on the green. It's used to select the strength of your putts by stopping the power bar.



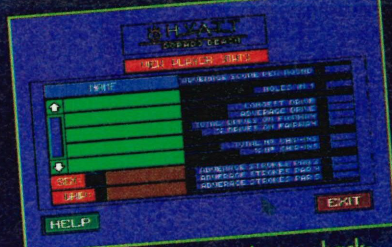
• This meter is used to set the power of your normal shots. Stop the rapidly rising bar at the desired strength.



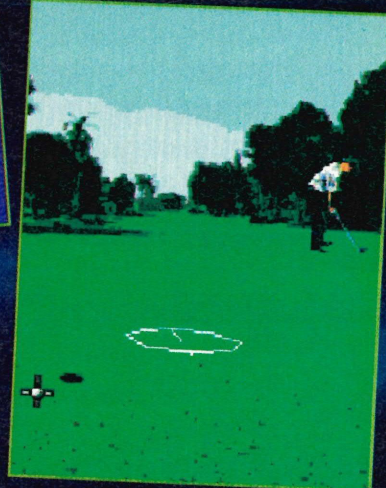
• The main panel display shows the number of shots taken, distance to the hole and what terrain your ball's in.



What is it with you and these trees? Oh well, I suppose it's quite useful if you get caught short.



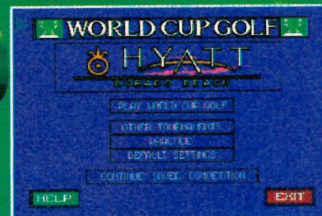
Players can be saved to battery back-up, along with all their statistics.



The slope indicator is an essential tool to help you read the greens and adjust your putt accordingly.



**US GOLD
£TBA
OUT: NOV**



COMPLETION

1st IMPRESSIONS

So far only a few holes are complete and the digitised golfer sprites are yet to be included. Even so, the range of play options is staggering – possibly the most on any golf game. Even more impressive, the rendered 3-D scenery is extremely lifelike, with the views resembling photographs. In such an incomplete state it's hard to assess the gameplay at the moment, but it looks like standard golf fare without too many frills. For instance, there are no special punch or chip shots as seen in *PGA Golf*, and it'll certainly have to go some to be on a par with EA's standard setter.

GOLF

ALL IN THE GAME

Up to four human players can participate in the game. It was originally going to be up to 64, but on the Mega-CD version this has been cut down to enable the improvement of other areas of the gameplay. Still, you get to choose the clubs to put in your bag, your sex, and whether you're left- or right-handed.

There's also a vast range of tournament options: no less than 15 different play modes, including medal and matchplay, various four-somes and greensomes, Texas scramble, Stableford, and one club & putter. You can practise the holes or greens of your choice and even alter the weather and the dampness of the ground.

Teeing off, you get a glorious 3-D view of the fairway. Select a club, move the on-screen cursor, then take your shot. This is done via a typical golf power meter: click to make the bar rise, stop it at the required strength, then stop it again in the right place to avoid hooking or slicing.

As in any golf sim, there's various difficult terrain such as rough grass, trees and bunkers to overcome. When you reach the green, you can get your putter out. Unlike *PGA Golf*, you don't get a contour map to help you – instead you must 'read the green' by moving a slope indicator over it.



In the World Cup mode you can choose the countries participating.

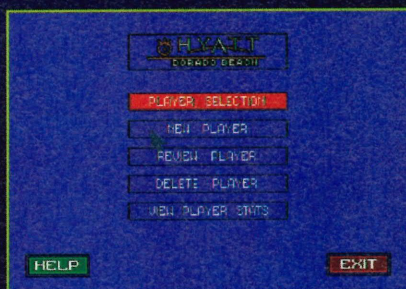
Hit the ball out of bounds and you can either drop the ball or play it again. It costs you a penalty stroke either way.



As well as adjusting the effects of wind, you can alter the dampness of the ground.

bly accurate. As there have to be views from virtually every possible location and angle, this is where the CD comes in useful as the supreme storage medium – there are hundreds of Megabytes' worth of graphics. The game is also being released on other CD machines, including the 3DO, CDi, CD32 and PC-CD. A Saturn version is also planned.

With digitised golfer sprites and heaps of play options, US Gold claim *World Cup Golf* is by far the most technically advanced simulation of its kind ever to hit the market. Producer Steve Hickman says, "We have had to store an enormous amount of images and the non-CD based hardware currently available is just not far enough advanced. CD has allowed us to achieve this plus a lot more."



(Left) There's a whole load of play options to choose from. I wonder what a Texas Scramble is?



(Right) The excellent practice option lets you try out an assortment of holes and greens.



PREVIEW



MEGA-32X

Sega would have to pull out all the stops to make the Mega 32X's first racing simulation a winner. After all, this game's already an arcade legend. To get the complete lowdown Chris Marke went Virtua Racing!

Virtua Racing has now been a huge success at the arcades for so long it was inevitable it would be one of the first games to burst, engines revving, onto the Mega 32X scene. This is one racing simulation it's hard not to get utterly addicted to once the green light signals go!

This version has loads of extra options, detailed in the rest of the preview, to play with, but it also remains faithful to the principals of the original. For example there are loads of view-point options to play with, each showing the race from a different perspective.

A flick of the button allows you to switch the view from just above the cockpit, to behind the car, to a more aerial view from behind, to a perfect bird's-eye perspective on the action. This final view lets you see the corners coming up way before your car powers into them, which is a definite bonus at the kinds of speeds these cars hit!

All in all this looks like being a stunning debut racing simulation for the Mega 32X, with all the thrills and spills of the arcade machine and more. It's fast, furious action, with the emphasis firmly on the need for speed. Keep your eyes peeled for a full review next issue!

IN CARS!

As you can see here, the 32X *Virtua Racing* has much more to offer than even the arcade machine. Now, not only can you drive a high-performance Formula 1 car, but there are also a Stock car and a Prototype to burn around the track in.

Each car handles differently to the others, which means it takes a lot longer than ever before to master every aspect of the game. This is especially true of the Prototype, which is a test car and, as such, is a real struggle to get round the tracks. Definitely one for the racing professionals!



(Above) The stock car racing adds a new dimension to the gameplay.



SPLIT SCREEN

As in the Mega Drive game the two-player mode makes use of a split screen to give each player their own view. You can still use any of the cars, courses and viewing perspectives – the only difference is you're only playing in one half of the screen.



Virtua Racing deluxe



SEGA
 £TBA
 OUT: NOV

V.R. VIRTUA RACING DELUXE

COMPLETION

1st IMPRESSIONS

The main area of debate about any of the Mega 32X games is how they shape up to their nearest Mega Drive equivalents. On this front *Virtua Racing* is a perfect example of the increased capabilities of the new machine.

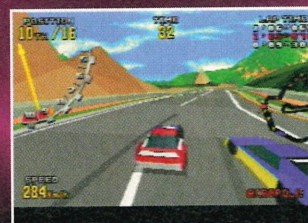
The whole game is a more polished and advanced version of the original. Its graphics, sound and overall gameplay are far superior to the first game, which suggests the new machine could take the Sega world by storm. If this is anything to go by, we're all onto a winner with the 32X!

ALL IN A GAME

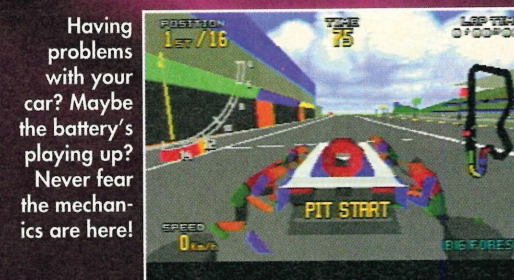
A lot of you will probably have already purchased the Mega Drive version of *Virtua* and be thinking to yourselves at the moment: what's the point in getting this? Well for starters, it has so many extra features it's difficult to know where to start!

There are now three cars for you to select from, the Formula 1 racer, the Stock car and the Prototype, each with their own specific road handling techniques; plus five different courses. This is two more than in the original Mega Drive simulation and these tracks are real humdingers too, with more curves, bends and chicanes than ever before.

On top of this the capabilities of the 32X mean the game is faster, more colourful and a heck of a lot more fun to play! *Virtua Racing Deluxe* looks like being a real sequel and not just a carbon copy of the arcade and Mega Drive versions of the game.



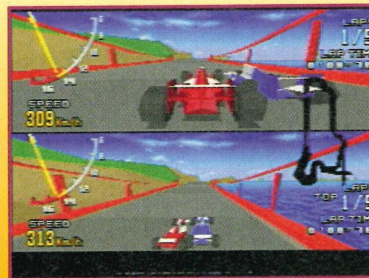
As the racing speeds up the smoothness of the animation suggests the 32X really is capable of arcade quality games.



Having problems with your car? Maybe the battery's playing up? Never fear the mechanics are here!



In the bird's eye perspective the track spreads out before you.



(Above) The Prototype handles differently to the other cars and will test even the strongest of players.



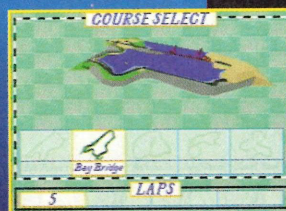
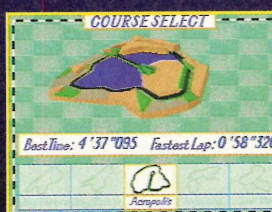
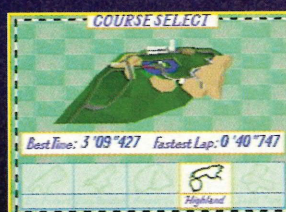
(Above) Wipeout! Take the corners too fast and the car will always end up in a ditch!



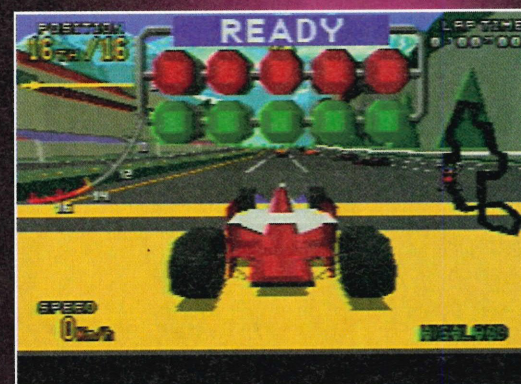
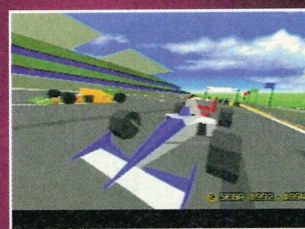
(Left) This is definitely not a good time to stall your car.

THE COURSES

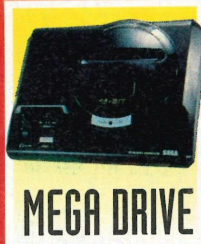
The other big news on the Mega 32X version of *Virtua Racing* is the new courses on offer. Instead of just three courses you can now race around five different, and extremely difficult, tracks. Each of the five circuits, with names such as Bay Bridge, Acropolis and Highland, has its own specific appearance and problems to overcome. As these maps show, each course has its fair share of hairpin bends and tight chicanes. This is one game where the brake button is definitely not going to be a gimmick!



The intro sequences are pretty damn smart too!



PREVIEW



MEGA DRIVE

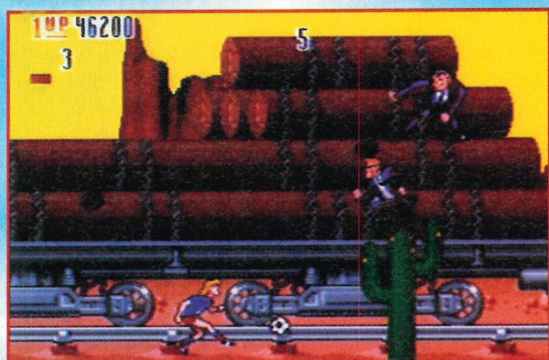


It's a funny old game, football, a funny old game!

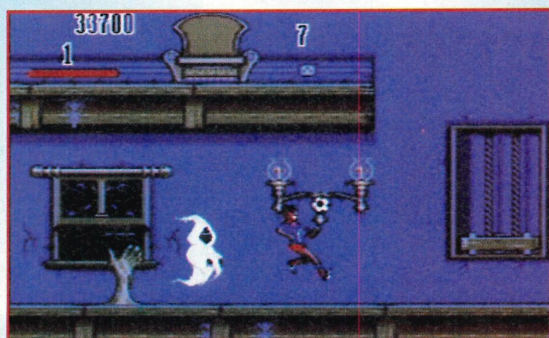


Football fanatic Chris Marke loves nothing better than a hard-fought soccer match at the weekend, but he'd never come up against a team like the Hurricanes before!

HURRICANES



(Above) The Hurricanes take a train journey through the countryside, but things aren't going to go quite as planned!



Nothing's easy for this footie team. Even in the supposed safety of the house strange goings on keep them awake!

The story of the Hurricanes team is bizarre to say the least. The series chronicles the adventures of a team of footballers, drawn from every corner of the globe (none of that three foreigners rule here!), and their teenage owner Amanda Carey.

She inherits the team after her dad's plane disappears, only to discover they're a mad assortment of prima donnas, psychos and rejects from other teams. Basically the Hurricanes are the laughing stock of football, until Amanda, determined to revive the club, brings the notorious Cal Casey out of retirement.

If all this sounds strange, you'd best check out the cartoon series for further enlightenment! However, the gameplay itself continues in a similar vein! The objective is to reach the island of Garkos to play against the team's arch-rivals, the Gorgons.

When you're up against a guy looking suspiciously like Death and your only weapon is a football, things start to look a little bit grim!

This isn't as easy at it sounds, especially as the Gorgons have set loads of traps and puzzles to impede your progress. You must select four players from the squad

to ensure the Hurricanes reach the stadium and win the match, plus £100,000 for charity!

There will be five levels in the game, each with a problem for the player to solve. These include Episode 2 – Running Out Of Fuel, in which the Hurricanes' plane must make an emergency landing in a jungle clearing, and Episode 5 – The Final Stadium, during which

THE CREATION OF A CHARACTER



There are 11 characters for you to choose from in total, each of which plays for the football team. Every character has a specific position, nickname and set of characteristics to distinguish him from the others and it's up to you to select your favourites during the gameplay. For example the goalie is

called Dino and has a reputation as a bit of a joker; the defensive stopper is called Toro and, in keeping with his position, he's a complete thug; while the striker is called Papillon and, like many who fill this popular position, he's considered an egotist by the rest of the team.

As these early sketch drawings of the midfielder Stats (the wacky professor of the team) show, plenty of thought has gone into the attitudes and characteristics of each player!

ALL IN A GAME

Hurricanes is an arcade platformer, taking place over five levels, each representing an episode chronicling the travels of the team. It's a 16 Meg cart and there is also a 4 Meg Game Gear cartridge for hand-held fans. Both games will allow one- or two-player simultaneous action.

The object of this side-scrolling platformer is to reach the Gorgon stadium and along the way each of the Hurricanes' players has a number of footballs, representing lives, to play with. The idea is you can kick these into enemies to destroy them, but if they're punctured, you lose a life.



(Above) I know footballers are supposed to be able to leap like salmon, but this is ridiculous!



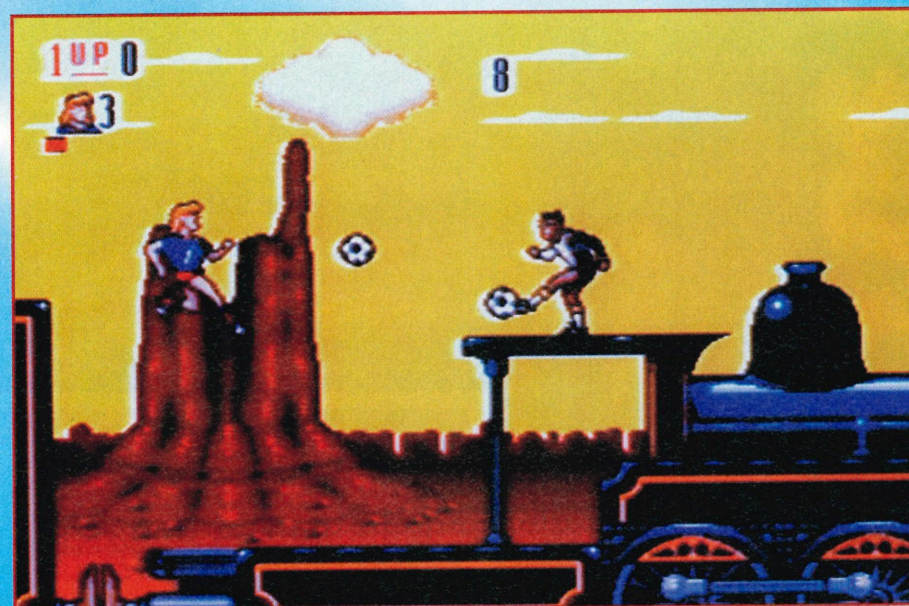
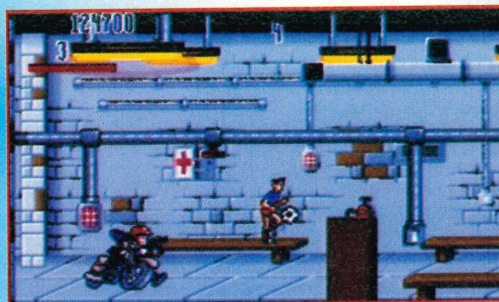
you have to battle your way into the Gorgon stadium.

All in all it looks to have the makings of a popular game, with the target audience primarily being the 15-and-under age group. With the added bonus of promotion through the nationwide television series on ITV and the comic books, this is one tie-in that could be a huge success.

SP

(Above) The Hurricanes take to the trees in their heroic efforts to get to the match on time. If only our Sunday League team were half as dedicated, who knows what we could achieve!

With weights like these the Hurricanes clearly consider upper body strength important!



(Above) Gavin Peacock walks on water, the Hurricanes have to use floating platforms!

(Right) Go on boy fetch!



Looks like these lads have got one ball too many, but what the hey, it's only a game. Go on my son, give it some welly!



US GOLD
£TBA
OUT: NOV

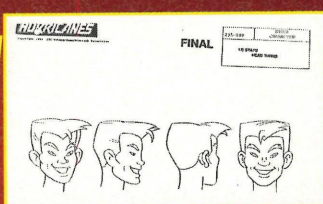


COMPLETION

1st IMPRESSIONS

Hmm, this could be the novelty game to fire the Mega-Drive-owning public's imagination this Christmas. It's a great idea, combining the guaranteed appeal of our national sport (football, dummy!) with the skill and excitement of a polished platform adventure.

There are loads of characters to play with and a host of enemies. The game also has the backup of the cartoon series and comic books to boot. At the moment things look very promising for this title; let's hope it lives up to these high expectations!



PREVIEW

MEGA 32X

MEGA DRIVE
32X

STAR WARS ARCADE

A long time ago, in a Galaxy far, far away, Chris Marke went to the flicks and watched Star Wars for the first time. Now, many moons later, the Mega 32X is attempting to breath new life into the old classic, but will it succeed?



If you want a game that's harder than its arcade counterpart, looks just as good and plays like a dream, Sega maybe in the process of releasing the game of your dreams! The only problem is finding the £150 necessary to go out and buy a Mega 32X, but hey, whoever said the best things in life come easy?

Star Wars Arcade was the last 32X cart we looked at for preview this issue, but it was by no means the least effective game

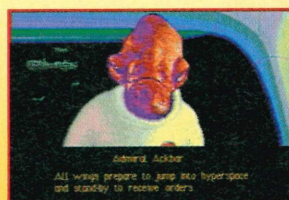
to play. The action takes place over four pulsating levels of gameplay, each presenting the player with some serious shoot-'em-up mayhem.

You begin the game high above the Death Star, with the objective of taking out 20 Tie-Fighters before advancing onto the next level. Here you have to slug it out with yet more Tie-Fighters, but there is the added danger of a fleet of Imperial Destroyers to contend with and these guys mean business.

The final levels take you down onto the surface of the Death Star, before you face the final battle to slam a missile down the Star's exhaust port, and escape before being caught in the massive explosion your actions cause. It's all seat-of-the-pants stuff, which gets the adrenaline pumping and the heart pounding. Check out the full review next issue for our final opinion. **SP**



Once you enter the Death Star's air space the auto pilot engages and guides you down to the space station's hostile surface.



THE REBEL FIGHTERS

The rebels are under the command of Admiral Ackbar. He gives you your instructions at the beginning of each mission, informing you of how many Tie-Fighters you must destroy to proceed and what the objectives of the mission are.

At your disposal are two different Rebel space fighters, depending on whether you're playing the game in one- or two-player mode. When playing as either ship you can view the action from one of two perspectives: either a pilot's eye-view or one from just behind the craft, showing it moving through space.

In one-player mode your craft is an X-Wing Fighter. When using this ship you control both the guns and the steering. However, when in two-player mode, using the Y-Wing fighter, one player controls the craft while the other uses the laser cannons to blast the Tie-Fighters. In this mode both players have access to the Proton Torpedoes, which should be fired when the target sight locks onto an Imperial ship.

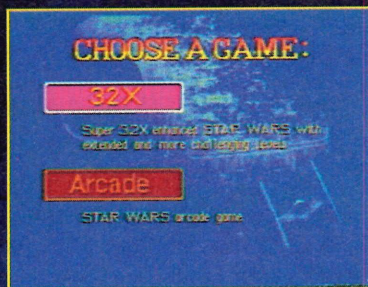
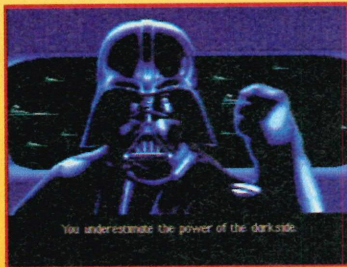


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THE IMPERIAL FORCE

The Dark Side in *Star Wars* is, as always, led by the despicable Darth Vader, the most merciless man in the known Universe! At his disposal are the mighty forces of the Empire.

He has an almost limitless supply of Tie-Fighters to call upon and you'll face more and more of these menaces, the further into the game you progress. There are also Imperial Destroyers to contend with, firing devastating laser barrages should you fly in too close, and of course the ultimate destructive weapon – The Death Star!



There are two versions of the game to play. The 32X version is supposed to be harder and faster than the Arcade game.



(Above) The surface of the Death Star looms into view. Now's the time to get all guns blazing in the ultimate battle.



Things ain't looking too good; perhaps this might be a good time to use the force!



Once the target locks onto an enemy fighter blast the fool away with a Proton torpedo.



Fly in too close to the Imperial Destroyers and it's likely you'll be toasted!



The X-Wing is a nippy little attack craft, which can fly in and out of a danger zone before the enemy can react.



After destroying the required quota of Tie-Fighters on the level, the X-Wing prepares for hyperspace travel.



And their off! Your craft hurtles through space an time to reach the next all-action level.

(Right) It's possible to take an alternative view on the action from behind your craft.



SEGA
ETBA
OUT: NOV

STAR WARS

COMPLETION

1st IMPRESSIONS

This follows the scenario of most of the *Star Wars* games preceding it. The perspective is one you'll all be familiar with from the arcades, but the smoothness of the animation and the speed of the gameplay may come as something of a shock. This looks like being one of the slickest, most addictive, shoot-'em-ups to hit the Mega Drive market for a long time, although you'll need to get your mitts on the 32X to play it, of course!

With the added bonus of the two-player mode, allowing you to defeat the Empire by cooperating with a mate, plus plenty of attractive animated sequences between each level, *Star Wars Arcade* is looking very promising. Yet another Brownie point for the Mega 32X methinks!

ALL IN A GAME

The game will feature all of the characters and action sequences from the movie and the arcade game. However, the capabilities of the Mega 32X, such as arcade-quality graphics and sound, look to have spiced the old classic up and given it a new lease of life.

The battle sequences are really smooth, as you use the grid at the bottom of the screen to hunt down the Tie-Fighters. Once they are within range you can choose to either blow them away with some well-aimed laser fire or use your Proton Torpedoes for a guaranteed hit, although you must first lock onto the enemy with your target sight before releasing the lethal blast. With various other options, such as the two-player game, this is one blaster that looks destined to have you crying out for more!



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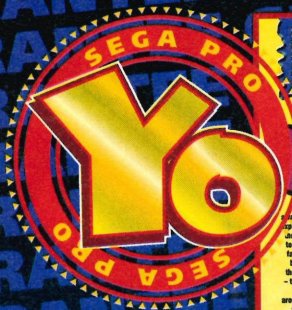
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MEET THE TEAM!



Chris Marke
"This month we've had a hectic time getting the issue together. I've been so busy, I've started to think bees are lazy! Seriously, though, it's made me think about what I'd do if only I had more time. I reckon I'd go and watch my beloved Chelsea play more often. I saw them beat Bournemouth the other night, which isn't difficult – if only I could have seen them stuff Phil's Leicester City 4-0!"

Fave game: Micro Machines 2



Mark Hill
"It wasn't so long ago I was relaxing in France and it seemed like time had stood still (Although that could have had something to do with the vast quantities of alcohol I'd consumed). Since returning my workload seems to be constantly on the increase, soon I won't even have time to play FIFA for five hours every day!"

Fave game: FIFA Soccer '95



Phil King
"If I had more time, I think I'd have a lie-in every day (as I hate getting up in the morning), then go down to Sega World and spend hundreds of pounds playing the latest arcade machines. Then I'd go down the local patisserie and buy every cream cake in the window. I'd spend all afternoon scoffing them while watching endless episodes of Neighbours... Phew, thank God I haven't got more time!"

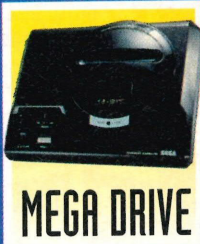
Fave game: FIFA Soccer '95



Mark Pilkington
"Being new to SEGAPRO I'm still finding my feet, so I'm bound to be busy. My biggest problem at the moment is my hearing, or lack of it. I play my Walkman so loud I can't hear what anyone's saying. I think it's starting to irritate people, as the objects thrown at me are getting harder and more painful. Maybe I should stop using my Walkman before I get seriously injured!"

Fave game: John Madden '95

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THE LION KING

Disney's latest blockbuster movie has got what it takes: superb animation, a brilliant story line and an all-star cast of voice-overs – it's even got a song by Elton John in it! It tells the heart-warming story of Simba the lion cub as he grows up in the wilds of Africa, eventually realising he must face up to his personal responsibilities in the circle of life... or some sort of new-age babble like that.

But what about the game?

It may have the Elton John soundtrack, but is that all it can offer? Grab that popcorn, sit back and let's find out...

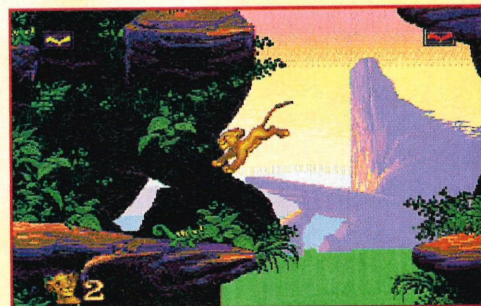
My first reaction when I started playing this game was "Cor blimey, what a looker!" (Well, something like that anyway.) As you can see from the screenshots, this game is graphically superb, but what you can't appreciate is the smooth animation of every character in the game – not just on the main sprite. All the characters have their own little personalities which are all echoed by the way they move around the screen. You almost feel sorry to kill them!

Soundwise, this game has the entire film's musical score, so fans of Tim Rice and Elton John are well-catered for here. The only problem comes when you hear the same blasted tune for the tenth time on the trot – in the end, it all starts to sound like something that you'd expect to find on daytime TV! So a bit of a miss

there, I'm afraid.

The good news is that the sampled sound effects and speech are superb. Everything from the "Cool!" that the cub squeals out whenever he collects a power-up, to the little roar that he makes when he growls at an opponent. Quite superb stuff, really, which more than makes up for the weak music.

But enough about graphics and sound, what you really want to hear about is how it plays. Well, it's a game of two halves: the first being Simba's life as a li'l ol' cub, and the latter as a fully grown adult lion. Controlling the character couldn't be simpler, with the first stage of his life using only two



Quickly – someone call the RSPCA, call the fire brigade: there's a cub in danger!

PROtip

JUMPING ON BAD-DIES WILL NORMALLY DEFEAT THEM, BUT REMEMBER TO STUN THEM WITH YOUR FIERCE ROAR BEFORE YOU LEAP ON THEM. GROWL!

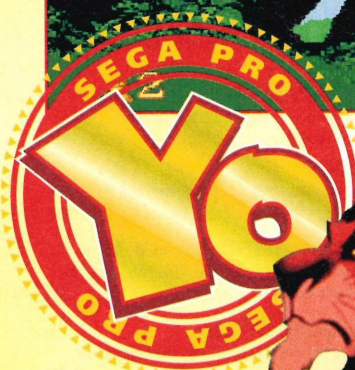
buttons: the growl and jump. When he's grown up, you'll find another addition to his moves: a slash with his newly grown claws. You can also hang off various animals' tails and platform ledges with your strong claws – an ability that comes in very handy later on in the game.

The programmers have been able to bring across the fact that you're controlling a four-legged animal very successfully.

The way that he leaps and bounds across the screen is very realistically portrayed – so much so that you almost wish you had four legs!

This is a good game. It would have been brilliant apart from the fact that it's yet another platform game in a very long list for the Mega Drive. As

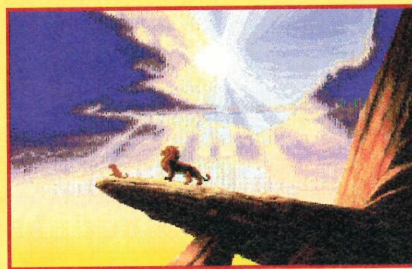
My, ain't he just soooo cute?





When you progress to the second part of the game, you too can look like this.

Between levels, Simba's dad shows him the kingdom he will one day inherit.



Right, just you stop that kind of thing, you dirty lion, you!

with all Disney products, this has been playtested to death, ensuring a truly playable game. The animation and sampled speech are truly excellent, and extras such as the bonus levels and 3-D stages are the icing on the cake. Another superb product from Virgin. Hurrah!

Mark "Born to be Wild!"

Pilkington SP



THE FILM

The writers of The Lion King movie have gone for that old Bambi-esque appeal: cute animals, loveable main character and political assassinations (well, maybe not the last one). Out now in the cinemas, the film follows the story of a lion cub called Simba, as he attempts to regain control of the Pride Lands. With a soundtrack from Tim Rice and Elton John and superb animation throughout, this is sure to be another smash-hit for old Walt – even if he is preserved in ice beneath Cinderella's castle in Disneyland. What a cool dude!

There's nothing quite like jumping around like a maniac first thing in the morning, is there?



You too can do things like this if you buy the game.



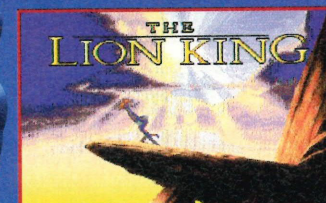
Urgh! I bet these guys have got bad BO...



Oh yes, lions are good runners.



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PROview

PHIL ■■■■

The platform jumping can get frustrating at times, but it's a good game.

MARK H ■■■■

Very polished and a bit more challenging than *The Jungle Book*.

CHRIS ■■■■

It really captures the atmosphere of the film – a top-notch movie licence.

PROscore

GRAPHICS 93%

▲ Cute graphics, ahoy! The characters are oozing with personality.

▲ The animation on every sprite is simply amazing. Isn't this the film?

SOUND 65%

▲ The sampled speech that is herded every so often is brilliant.

▼ The tunes that play throughout sound terrible. Daytime TV!

GAMEPLAY 90%

▲ Playing a lion couldn't be easier, thanks to the well-thought-out controls.

▼ It can get repetitive, particularly when you have to replay earlier levels.

CHALLENGE 91%

▲ Playing the part of the Lion King as he grows up is a compelling experience.

▼ The difficulty level may put you off after a while, so beware!

90%

Another brillo Disney licence! Like *Aladdin*, it's a standard platformer, but a very polished and playable one.



US Gold have, in conjunction with Rage Software, produced one of the year's most intriguing releases. There aren't many games available for the Mega Drive that are based around rallying (in fact, this is the first one to my knowledge), so it will be interesting to see what they've made of it. Can it capture the thrills and spills of the real thing? Or will it just be a case of mud in yer face? I don't know, but there's only one way to find out! Okay, let's put the car into first gear and see what this thing's made of...



This looks a bit hairy: zooming round an icy course in a little green Mini. Don't do this at home.

EXCLUSIVE!

POWER

Using a top-down view, as used to great effect by Codemasters' *Micro Machines*, *Powerdrive* is one of those games that you'll need to spend a little time playing before you can begin to appreciate it. I'm telling you this now, because I didn't exactly take to this game straight away. In fact, I was terrible at it! After a few goes though, I started to get the knack for controlling the car, and pretty soon I was skidding around the corners like a real pro.

But, as any boy-racer wants to know, what cars can you actually control? Well, there are three groups of cars available, ranging from the lowest group (Mini Cooper S and Fiat Cinquecento Turbo), to the middle-class range (Vauxhall Astra 16V GTi and Renault Clio Williams), right up to the real mud-scrubblers (Ford Escort Cosworth and Toyota Celica). Each car handles differently in terms of cornering and road grip and so on, but with better quality comes more expenses.

When I say expenses, I don't only mean the actual cost of the car, but also the price you have to pay for repairing the car after each race! If you bash your vehicle too much against the steep banks, or skid it too many times, then sooner or later you're going to have to fork out for some repair bills. But hey, it's not all that bad; at least you don't have to pay for any insurance!

This game is as realistic as they come, with hand-brake turns, power slides and pendulum turns (technical term!) all possible whilst racing

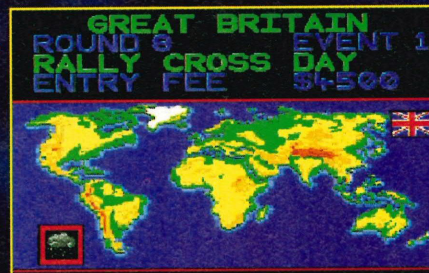


As you can tell by this screenshot, the level of detail on every stage is quite stunning.

around the tracks. The back end of your car whilst sliding around a corner is also portrayed realistically – just ask Chris if you don't believe me. He managed to blag his way into a rally school as part of the 'research' for the game. He leads a

PROtip

IF YOU SKID WHEN RACING AROUND CORNERS, ALWAYS REMEMBER THAT YOUR CAR WILL AUTOMATICALLY RIGHT ITSELF AGAIN, SO DON'T OVERCOMPENSATE. BE PREPARED FOR A CHANGE IN THE WEATHER.



The world is a big place, is it not? You get to race in various countries around the globe.

Whooooah!
Now we're
racing,
baby!



Oh no, the race has started! Um, what one's the accelerator? Where's the key?! HEEELP!

THE MAIN EVENT:

SEGA PRO vs **SEGA XS**

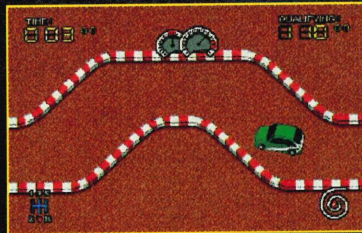
An inter-office rivalry is always a good thing, isn't it? I mean, take the legendary SEGA PRO-SEGA XS duels! When *Powerdrive* came into the office, what better way to decide the best gamers than to stage a time-trial competition?

Little did I know that SEGA XS's Colin Nightingale would emerge the overall winner, but at least Phil set the fastest time in the final race! Oh, and take no notice of my poor performance – I was still suffering the after-effects from a dodgy pint at the pub. Doh!





Bumping the computer car is fun, but it slows you down and damages your car.



Another time trial has just begun. It's just you against the clock on this desert course.



Hmm, I wouldn't like to live in that house with all these rally cars racing past all the time!

DRIVE



"...and the weather today will be, erm, sunny, dark, raining and snowing?"

hard life, I know, but that's the stress of being an editor for you...

So how does the game work then? Basically, the main game revolves around a world championship, in which you tour around the planet racing against other drivers, all competing for a piece of the champion's trophy. There are eight rounds and 48 stages in all to race in, each round presenting you with various weather conditions to compete in. Some stages, such as Arizona, will present you with skill tests, in which you must perform specific manoeuvres within a time limit.

The number of people playing affects the gameplay slightly. If you're just playing it on your own, and you fail to make the qualifying time for the next race, then you won't proceed any further until you manage to qualify. In a multi-player game, on the other hand, everyone will qualify for the next race, but those who can't manage to do it within the time limit won't receive any points or prize money from that stage. The only drawback of this

being the fact that you can't receive a password from multi-player mode!

To give it to you straight up; this is one of the most original and playable games that I have come across this year. Rage have really done the biz with this game. But enough talking, lets buckle up and go for a ride, eh?

Mark "Who Needs Brakes?!" Pilkington **SP**



After every race you can repair your car in the garage. It costs lots of money, though.

Some of the races take place in the dark, where you need your headlights to see what's ahead.



Up to eight players can compete. Racin' Phil King's on top in the office championship!



US GOLD
£TBA
OUT: NOV



CART SIZE:.....16Mbit
PLAYERS:8
STAGES:48
SKILL LEVELS:n/a
FEATURES:passwords
CONTACT:.....US Gold
(021) 6253388

PROview

PHIL ■■■■■
Best in multi-player mode, but not as much fun as *Micro Machines*.

MARK H ■■■■■
It's good competitive stuff as up to eight players try to set the best times.

CHRIS ■■■■■
The driving is very realistic as your car drifts and slides around the track.

PROscore

GRAPHICS 92%

- ▲ Vehicles have been rotoscoped, giving them that extra bit of realism.
- ▲ The different weather conditions are well implemented.

SOUND 91%

- ▲ Very realistic engine noises roar throughout the game
- ▲ The tunes are both catchy and, more importantly, unannoying!

GAMEPLAY 90%

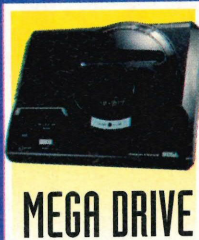
- ▲ Once you get into it, controlling your car becomes second nature.
- ▼ Sadly, the initial hang-ups can put many players off playing the game.

CHALLENGE 93%

- ▲ Each stage of the tournament will present a new challenge for you.
- ▲ The different weather conditions and vehicles take some mastering.

92%

Pedal to the metal, baby!
This game can keep up with the pack on the long straights and outmanoeuvre them on the corners.



THE SECOND SAMURAI



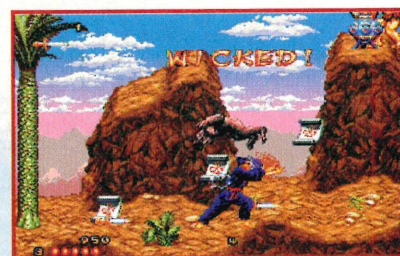
Quite a big fella, isn't he? What's a mere Samurai supposed to do against a fiend like this?



Everybody has problems in life, but for some it can get to be too much – don't do it, Sam!



Right, to get past this force field, you're going to have to free all the souls.



This is more like it; action, action and ACTION all the way.

Many of you out there will probably be thinking what a silly name 'Second Samurai' is for a game – and you'd be right, it is a silly name! Or at least it is until you learn why it came to be called that...

Many, many years ago now, there was once a machine called the C64. In its hey-day it was THE machine to own and many a great game was programmed for it, including one called *The Last Ninja*. The programmers of this classic went on to work for a rival company and cheekily title one of their new games *First Samurai* – released on C64 and Amiga. Anyway, that's quite enough of the history lesson: let's pop back to the present day and see what the sequel can offer us...

As you can no doubt tell from the screen-shots, this is... (wait for it)... a platform game. Right, I've said the dreaded words, so can you just excuse me whilst I just step outside and scream to the world for a touch of originality?

Second Samurai is a scrolling platform beat-'em-up in which you can collect power-ups galore, and wander around the various landscapes liberating souls from their prisons. Of course, as well as these we also have the compulsory smattering of killer-guardians to defeat and platforms to leap on. Oh, and there's a simultaneous two-player mode as well. Yes, it's one of those games in which you've seen everything before.

This is gameplay way past its sell-by date, I'm afraid. Normally, I would shoot a game like this dead, but as it is I'm not going to. So why is this, then? Is it because some levels break up the action with scrolling (both vertical and horizontal) stages? Have I had a change of heart? Nah, it's much more boring than that; I simply enjoyed playing the game!

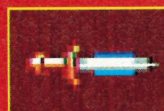
The playability in this game has risen above the level of innovation and new ideas, and as such it

POWER-UPS, AHOY!

Here are just some of the handy items you will find throughout the game...



Back to restart point



Daggers to throw



Apples mean extra energy



Restores full energy



Temporary immunity



You're going to need more than a bit of skill if you're going to defeat this menace.



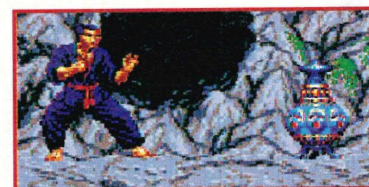
Starting out on the first level, you haven't even got a sword yet.



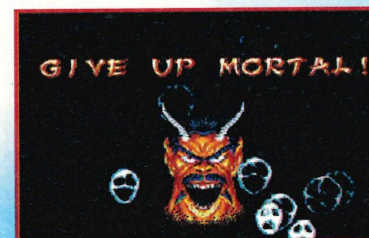
Uh, its flip-pin' hot in here! I'm not used to temperatures like this - it might ruin my pyjamas!



Oh, I see - it's the old moving the big rock with a smaller rock routine, is it?

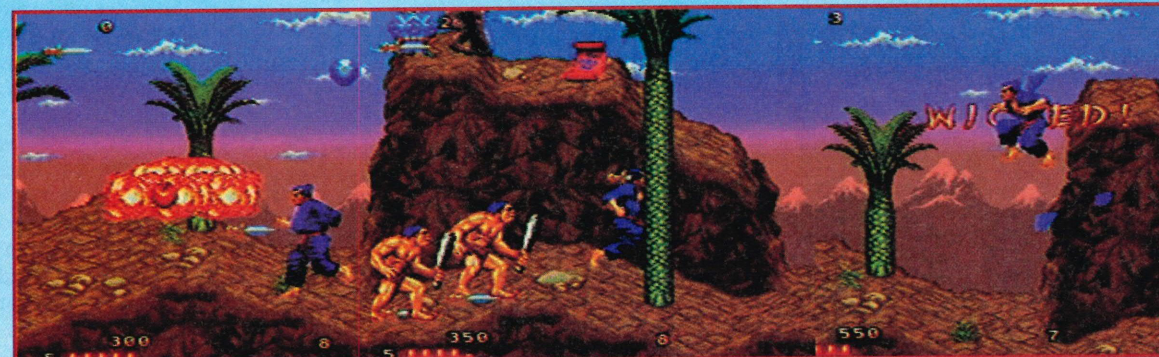


People's souls are trapped in jars like this. And guess who's job it is to set them free.



Silly billy, he thinks he's out of *Mortal Kombat*, doesn't he?

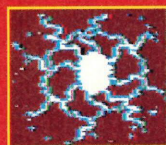
A little map to show you some of the scrolling action in the game. Wicked!



Restart point



Smart bomb



Soul barrier



Soul prison



Super sword scroll



PSYGNOSIS
£39.99
OUT: NOV



CART SIZE:8Mbit
PLAYERS:2
STAGES:n/a
SKILL LEVELS:4
FEATURES:continues
CONTACT:.....Psygnosis
(051) 7095755

PROview

MARK H ■■■■

A nice blend of styles: platform jumping, hack 'n' slash and puzzle solving.

PHIL ■■■■

A good conversion of the playable computer game. Unoriginal but fun.

CHRIS ■■■■

Although polished and playable, the platform action is a bit jaded.

PROscore

GRAPHICS 70%

▲ Each sprite is well defined, making this a game that's pleasing to the eye.

▼ The graphics tend to look a bit artificial after a while, for some reason.

SOUND 75%

▲ Suitably oriental music that complements the action well.

▲ The sword-swishing and enemy-groaning effects pass the mark.

GAMEPLAY 83%

▲ Easy enough to pick up and start mucking around with.

▲ A timeless formula that will appeal to all ages...

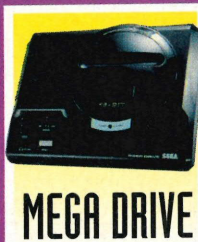
CHALLENGE 74%

▲ The puzzle elements of this game will keep the old brain cells ticking.

▼ If you keep at it, anyone will be able to conquer this game.

82%

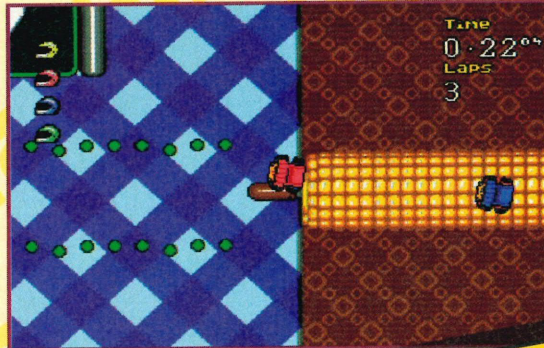
Quite an entertaining game, really. As yet another platformer it'll mostly appeal to newcomers to the Mega Drive.



MEGA DRIVE



The ATVs (all-terrain vehicles) put on a great show. The mud ramps have them bouncing around like rubber balls.



On this course you'll need to drive over the rotating corn-on-the-cobs very carefully. No ramming please!

Micro Machines 2

Vroom, vroom, vroom and they're off! The miniature vehicles the world could not leave alone for five seconds are about to inject addicts with another dose of the action. Lorries, dragsters, sports cars, trucks, boats – if it's got an engine then it's here!

Featuring Codemasters' innovative J-Card and simultaneous eight-player action, this is the title *Micro Machines* fanatics have been waiting for. Bigger than the original, there are now twice as many courses, new vehicles, new options and an array of new course features. From peas and bath tubs to ceilings and chain saws – if it's in your house it's here!

I doubt if everyone in the UK owns a chain saw but I'm willing to bet you've pushed toy cars around the breakfast table at some point in your life – creating your own track out of any household items that would make a good bridge, track edge or tunnel etc.

Like its excellent predecessor, *Micro Machines 2* features courses made up of food, wood, electrical machines, water, ice, snooker apparatus, pin-ball tables, mud ramps, flower beds, bathroom materials, sand, music equipment... you get the idea. And at least half the items you see on the courses are things you've probably walked over, used or eaten the day you read this review.

So the Codies have produced another smooth racer that's been cleverly adapted so everyone can relate to it. Following *Pete Sampras*, this is the second Codemasters game to use their ingenious J-Card for four-player fun without the need for a joypad adaptor. Even more amazing, there's a special eight-player party mode – with two players on

each joypad!

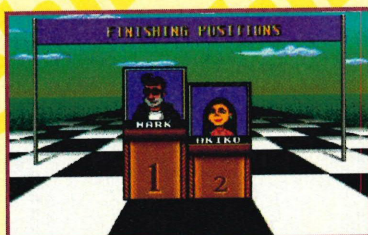
When the funky *Micro Machines* music rang around the office there was soon a modest crowd breathing behind my neck. It was as if the piper had arrived in town as the flock of reviewers eagerly rummaged around in cardboard boxes for joypads and made a beeline for the best viewing seats on the small monitor.

This is one of the most addictive titles I've ever played. Graphics steal the show – not because they startle you with 3-D parallax effects or multi-texture wonders, but because they're bright, instantly familiar and scaled so you get that feeling of racing through the land of giants as a mere speck in a huge household.

The various vehicles, ranging from ATVs, Monster Trucks and Hovercrafts to Dragsters, Ferraris and Convertibles, each have distinctive engine sounds. The excitement of burning around the rim of a bathtub with three other competitors, engines screaming to their highest pitches, trying to ram each other off the course, is utterly

PROTip

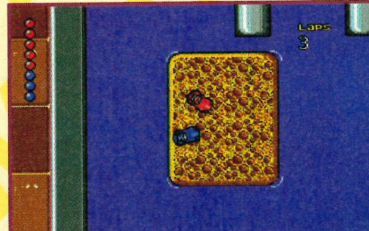
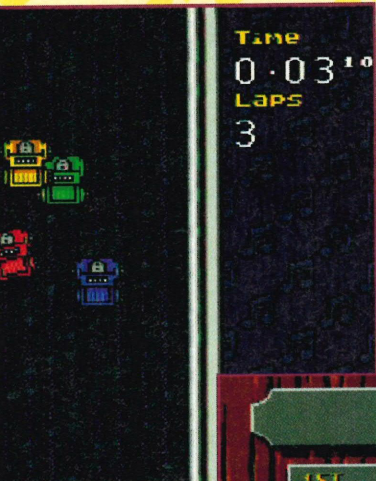
CUT THE CORNERS BY TURNING INTO A SKID BEFORE THE BEND IS REACHED. KEEP AN EYE OUT FOR ANY POSSIBLE SHORT CUTS. BUMP OTHER CARS OFF TO ESTABLISH A GOOD LEAD. DON'T GIVE THEM AN INCH!



The animated drivers are really smart. See them rejoice and curse depending on their finishing positions!



Here's a course where the tracks and vehicles are even smaller. Good for eight-player eliminators!



This is the wacky sponge ferry ride! With two cars you might stay on, but with four you'll need to ram very skilfully!



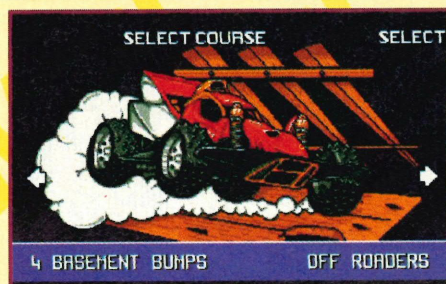
On the music course you'll need to watch the rhythm sticks above as you race over the xylophone.

1ST		PTS	2ND		PTS
VIOLET		0	EDINA		0
DELORA		0	SUELEE		0
DAVEY		0	JERRY		0
WALTER		0	LISA		0
3RD		PTS	4TH		PTS
CHEN		0	DAVNE		0
JETHRO		0	CHERRY		0
SPIDER		0	MARIA		0
EMILE		0	BRUNO		0



There's a super league split into four divisions too. Anyone would think this is football!

Watch these drills on the worktop course. Look out for chain saws too!



Each of the courses is presented with a rather splendid static picture of the relevant vehicle.



CODEMASTERS
£44.99
OUT: NOW



CART SIZE:8Mbit
PLAYERS:8
STAGES:54
SKILL LEVELS:1
FEATURES:.....battery save
CONTACT:Codemasters
(0926) 814132

PROVIEW

MARK P

Easy to pick up and play and so addictive. Even better than the original.

PHIL

One of the best multi-player games you can buy. Get your mates round!

CHRIS

Brilliant. We've been playing it non-stop ever since it came into the office.

PROSCORE

GRAPHICS 90%

▲ High-speed racing over 54 smooth and innovative 'domestic' courses.

▲ Smart presentation screens that include witty facial expressions from

SOUND 88%

▲ Each vehicle comes complete with its own distinctive engine sound!

▲ Fast-paced strumming music accompanying all the options screens.

GAMEPLAY 95%

▲ As overhead racing titles go, this is the most addictive I've ever played.

▲ Entertaining course hazards and very skilful racing action.

CHALLENGE 94%

▲ 54 courses to learn with time trials, bonus tracks and various competitions.

▲ Up to eight players: two on each joystick with automatic acceleration!

94%

Micro Machines 2 has more guts, more courses, more vehicles and more players. One of the year's most playable titles.

See how fast you burn around a lap. All the times are recorded thanks to the battery save function.

exhilarating.

Putting the brakes on for cornering is an art, as is skidding effectively so you can cut bends – and it makes the racing very skilful and entertaining. My favourite part has to be on the Ferry Fiasco course with four players playing. There's a sponge acting as a boat to cross the water. It's the only way across so everyone waits for the sponge to dock, then drives on. It's hectic as everyone tries to bump each other off into the water! Last one on gets to ride to the other side and 'wave two fingers' at the sunken vehicles!

Eliminator, Head-to-Head, League, knock-out or Party play (eight players) – there's plenty here to keep you amused. With twice as many courses too and a new view on some tracks where the cars are even smaller (such as Garage Games – see screenshot), this game is a must-buy.

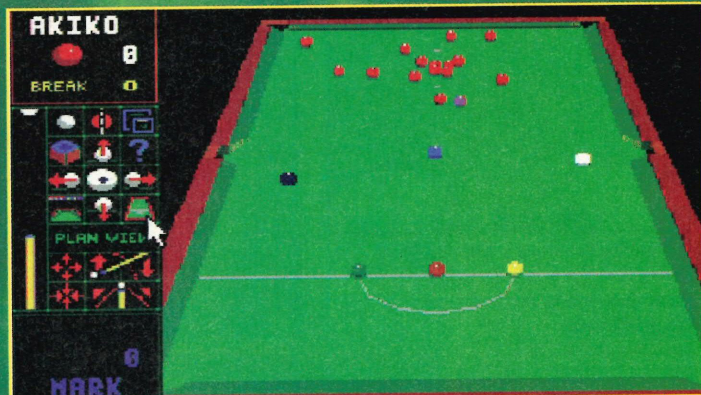
One of the best releases this year by a company who try to avoid mass platform game production and opt for titles with originality. J-Cart Micro Machines 2 – it'll drive you crazy!

Mark "Top Gear" Hill **SP**



Jimmy White's Snooker first appeared in the Atari ST and Amiga with a reputation of being the best snooker title available. Programming the MD version was left in the hands of its original creator Archer Maclean, the veteran programmer of such classics as *Drop Zone* and *International*

Karate. It was his dream to create the ultimate green baize title. Pot the reds and screw back for the yellow, green, brown, blue pink and black – everything in the real game is here. Ride around the table and appreciate the art of snooker: the 3-D is about to bring the Crucible Theatre into your own living room! Let's break...



This angle gives you that TV view so you can see the whole table.

shot is played – as if a TV camera was inside it!

I've played a little snooker down the club now and then so I know just how skilful the sport is. There is far more to the game than just potting balls – the art comes in thinking ahead, setting the white ball up for the next shot as the previous shot is played. That's when the big breaks are built up, and this is exactly what makes *Jimmy White's Snooker* the great game it is.

Although the 3-D graphics aren't as smooth as those in the Amiga version, the overall effect is very impressive nonetheless. The presentation is also very well done, with an easy-to-use icon system for controlling your shots and other options. At first the attempt at understanding all the commands is like wading through a tar pit, but it soon clicks together. Once you get used to manipulating the 3-D perspective it takes little time assuming these are real-life views – so you become more comfortable judging the potting.

The intelligence of the programming engine is incredible, so it's worthwhile pointing out that Virgin have devised a few screens explaining exactly what you can get out of this package.

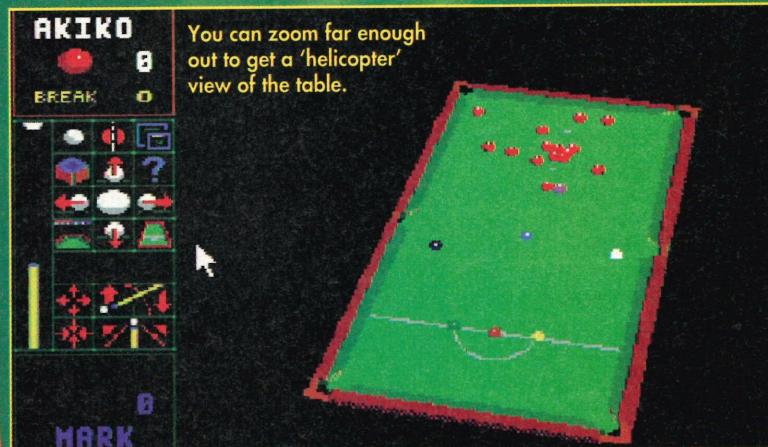
JIMMY WHITE'S 'WHIRLWIND'

SNOOKER

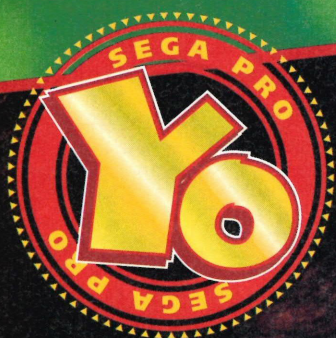
In the case of previous console snooker titles there was the disadvantage of a simple overhead view and the absence of a realistic cue control mechanism. With *Jimmy White's Snooker* you can't really get much closer to the action. The 3-D views that zoom in and out allow players to determine precisely where they wish to hit the ball with the cue. This means deciding on topspin, backspin and sidespin shots, having the luxury of viewing a situation from any angle, and then being able to follow the white ball as a

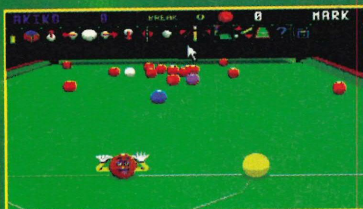
Protip

USE THE PRACTICE OPTION AND USE THE FUNCTION WHERE THE CPU LINES UP POTS FOR YOU. THEN YOU CAN LEARN THE ANGLES AND CHALLENGE THE FOUR PROGRESSIVELY MORE SKILFUL CPU OPPONENTS.



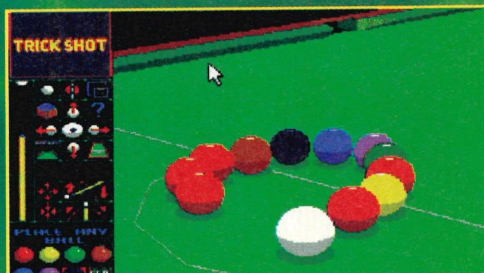
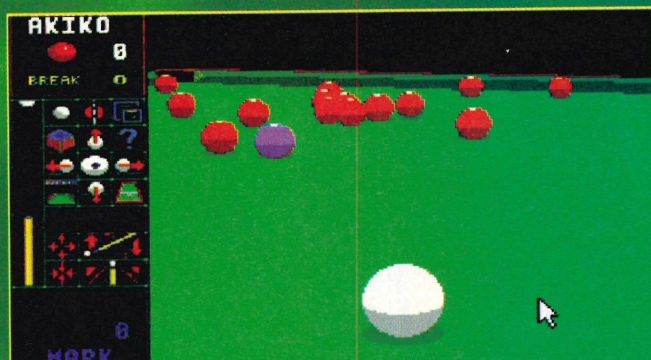
You can zoom far enough out to get a 'helicopter' view of the table.



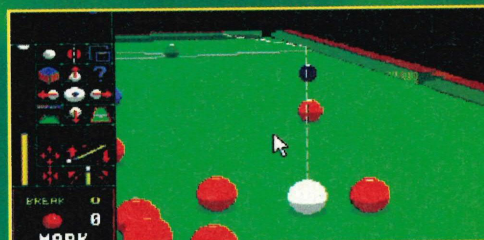


Sometimes the balls will pull a face at you and stick their tongues out. How very rude!

This view gives you a 'cue under the chin' look at the situation.



This is the circles trick shot. If you're struggling to beat CPU opponents, this is light relief!



To help you get the angles right there's a dotted white line you can bring up on the screen.



The help screens are very useful. This one tells you exactly what each icon means.

The practice matches will let the computer line up shots for you, and just to put bells on the end of this there's a trick-shot option too – a lot of fun. You can place the balls where you wish and become the next John Virgo, or try out the pre-set trick shots.

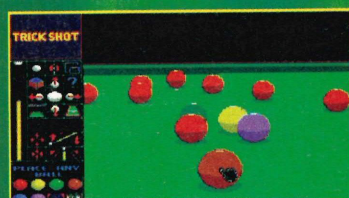
Compared with past efforts on the MD such as Data East's *Side Pocket*, this is streets ahead. Potting a ball is as difficult in this as it is in the real sport and Jimmy White (the toughest of the four opponents) can regularly score breaks in the hundreds if you give him the space!

I could not put this down, what with the red hot challenge and a fantastic green baize 3-D ride. You can learn the basics of snooker with this package and get many hours of enjoyment out of practising and then playing both the CPU players and friends. If you're looking for a break in life, buy this – at least you'll never run out of chalk.

Mark "Tornado" Hill SP

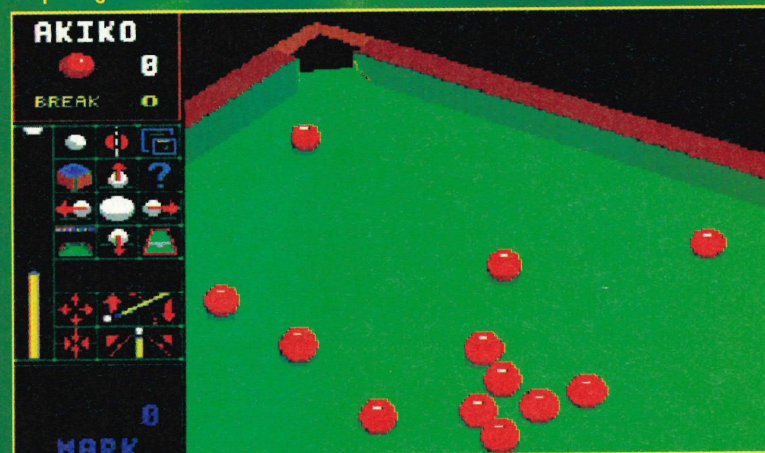


If this angle is a little tricky for potting the blue you could switch to the overhead view.



You can set up your own trick shots by placing the balls on the table. A good practice option if anything.

Here's a closer overhead look at the reds to help decide which is the best for potting.

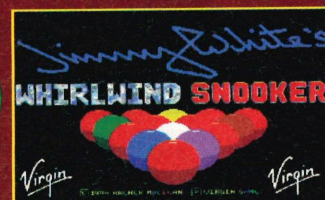


CUE CONTROL

- 1 Shot Power: Set it precisely by moving the 'power cue' up and down.
- 2 Chalk: You need to use this between shots or you may miscue.
- 3 Topspin: Makes the cue ball run on further after hitting another ball.
- 4 Left Side: Alters the angle the cue ball rebounds off cushions and other balls.
- 5 Take Shot: Does what it says. The black cross indicates how much spin and side is on the shot.
- 6 Right Side: Same as left side, only the other way around.
- 7 Backspin: Stuns or brings the cue ball back after hitting another ball.
- 8 Dotted Line: An aid to aiming, it shows the path of the cue ball.
- 9 View Cue Ball: Takes your view straight down to the white ball.
- 10 Cue Left/Right: Lets you adjust your aim with supreme accuracy.
- 11 View Up/Down: Moves the view of the shot up or down.
- 12 Plan View: Flicks between various overhead views of the table.
- 13 Help: Brings up the help screen, telling you what all the icons mean.
- 14 Change Icons: Switches icons between the top and side of the screen.
- 15 Undo Shot: Only available in practice, it lets you retake a dud shot.



VIRGIN
£29.99
OUT: NOW



CART SIZE:4Mbit
PLAYERS:2
STAGES:n/a
SKILL LEVELS:4
FEATURES:none
CONTACT:Virgin
(081) 9602255

PROview

MARK P ■■■■■

Much more fun than watching it on telly, and a bargain at the low price.

PHIL ■■■■■

With totally realistic playing of shots, this is the perfect snooker simulation.

CHRIS ■■■■■

As skilful as the real thing, without the need for a 12-foot table.

PROscore

GRAPHICS 90%

▲ The 3-D views give you a very realistic feel of real-life snooker.

▲ Very well presented, making this easy to get to grips with.

SOUND 85%

▲ Great whistling and clapping from the crowd. Sampled potting sounds.

▼ But snooker is a quiet game so don't expect a lot on the sound front.

GAMEPLAY 93%

▲ Incredibly authentic gameplay that's just like the real thing.

▲ The kind of snooker package that can teach you the basics of the game.

CHALLENGE 94%

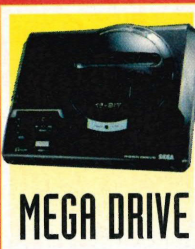
▲ Four CPU opponents to really test you. Jimmy often gets century breaks.

▲ Learning the art of cue-ball control is as challenging as the real thing.

92%

For under 30 quid I'd recommend this to any snooker fan. The excellent 3-D graphics portray real-life snooker to a tee.





MICKEY MANIA



He's 65 years of age, he's the world's most recognisable cartoon character and his first screen appearance came in the 1920s when 'Mortimer' (as he was then known) was star of the show in Plane Crazy. Now Sony Electronic Publishing have teamed up with Disney to produce a video game that covers seven of Mickey's most memorable cartoons.

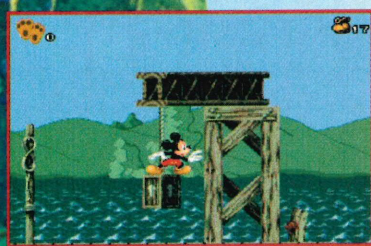
From his humble beginnings to his present-day international stardom, each level represents a significant point in Mickey's career. The first colourised cartoon, Pluto's first appearance and Mickey's first speaking role – just to name three! The beginning of the game just had to be in black and white...



The first level gradually goes from black and white into colour. Here Mickey's ducking to avoid hazards.

Mickey can leap into the air to reach higher platforms. I didn't know mice were so agile – or that they wore shorts!

Mickey comes to some water. He can't swim so if he falls in he'll drown.



The scaling crane looks impressive – expect to see more rotation techniques throughout the game too.



At the end of the first level (see ProTip) Mickey needs to bash these four cogs to stop the bombing machine.

Big ears is what springs to mind about Mickey Mouse. But ears are not all that's big – this character is huge. He's a worldwide star, a trademark of the Disney corporation itself. Ever since 'Plane Crazy' he has been in countless numbers of cartoons, appeared on more than just a pencil case and brought smiles to faces of millions of children across the globe.

Mickey Mania follows his career with six challenging levels that start in Steamboat Willie (1928), and continue through The Mad Doctor (1933), Moose Hunter (1937), The Lonesome Ghosts (1937), Fun and Fancy Free (1947), Prince and the Pauper (1990), plus the bonus stage, The Band Concert (1935).

It's a real treat to see a game such as this. I've always enjoyed watching Mickey Mouse cartoons on TV, but previously it wasn't possible to reproduce an interactive computer game that would really capture his personality. Now it seems that feat has been achieved.

Right from the start I was impressed with the superb Disney detail on the

screen. Keeping with the tradition, Steamboat Willie starts off in black and white with colour subtly being added as the level scrolls on (see map). The computer-rendered 3-D graphics and artwork are a credit to Sony and Disney – a wonderful mix of colour and detail to create the perfect happy-go-lucky atmosphere of the classic cartoons.

Our mouse can duck, he can jump, he'll throw marbles like a machine gunner and push various objects like a removal man with a real enthusiasm for his work. And this provides players with little puzzles – like on the level, The Mad Doctor, where Mickey must mix up a potion to blow open a door.

True to platformers, though, levels tend to fall into a similar pattern of side-scrolling throw-and-hit mayhem. But at least it's not mindless, as most enemies (bats, ghosts, skeletons etc) have complex attack patterns that require a fair degree of skill to avoid. Skeletons throw their heads at you and break all their bones if defeated by Mickey's marbles. And as each bone



Skeletons will break every bone in their body when hit by marbles. Watch it though – the scattered bones can harm our Mickey.

scatters, the slightest contact will result in the loss of a hit point. Witty and stylish, these animation sequences are marred only by the frustration of losing hit-points very quickly. Avoiding contact with the objects and enemies is a tricky task at the best of times.

ProTip
AT THE END OF THE FIRST LEVEL, ENSURE YOU ATTACK THE TOP COGS FIRST – YOU CAN USE THE BASE COGS AS A JUMPING PLATFORM, THEN REBOUND BETWEEN THE TWO FOR A QUICK AND EASY JOB!

The bonus stage is a unique feature where Mickey must walk around a tall tower. The 3-D cylindrical structure is a spiral staircase littered with holes, bats, and a load of stars (restoring hit-points) and marbles Mickey can collect. Coupled with the 3-D crane on Steamboat Willie



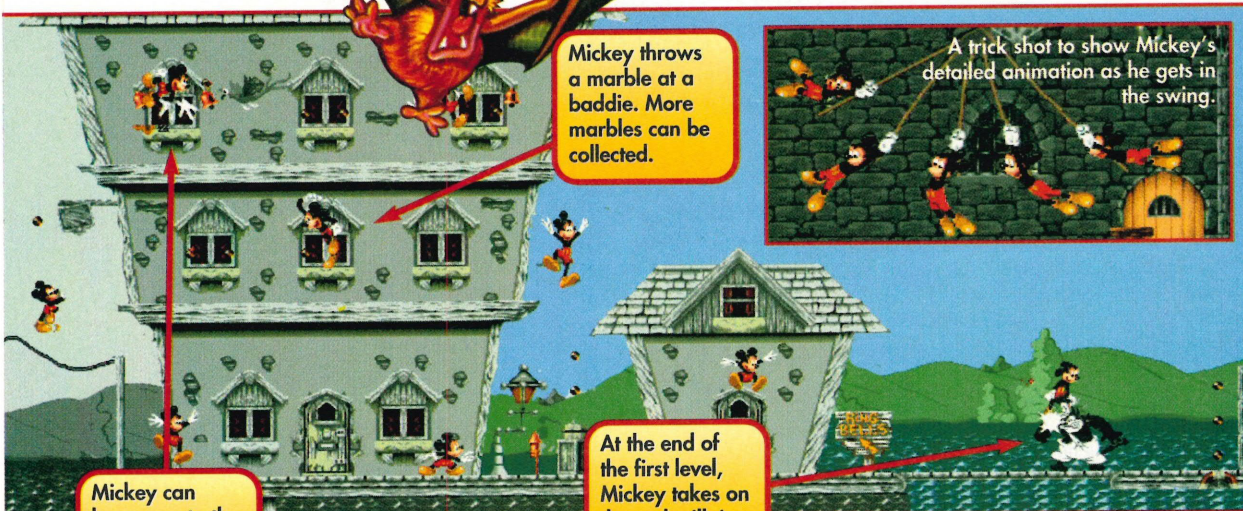
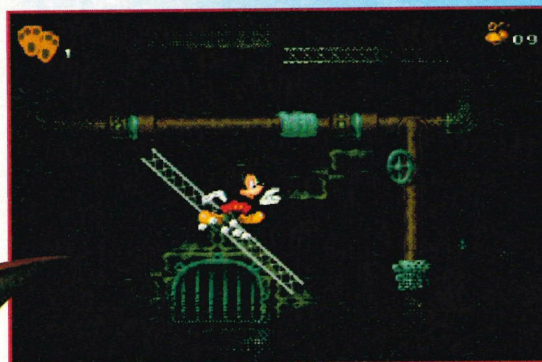


Jump from manhole cover to manhole cover to reach the top. A very frustrating and unoriginal idea, methinks.

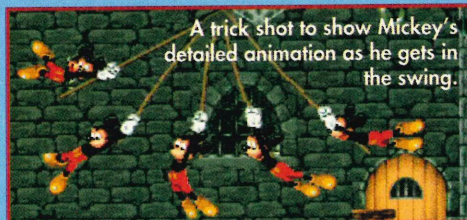


This guardian will have you dodging knives like you've never dodged before. Evil chap really - no need for it!

The see-saws can be very awkward - they'll dip at acute angles to send Mickey sliding back down the screen for yet another climb upwards!



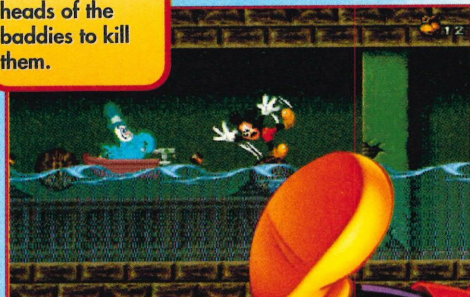
Mickey throws a marble at a baddie. More marbles can be collected.



A trick shot to show Mickey's detailed animation as he gets in the swing.

Mickey can bounce onto the heads of the baddies to kill them.

At the end of the first level, Mickey takes on the arch villain called Pete.



Midway through the ghost level Mickey must embark on an aquatic journey using barrels to stay afloat.

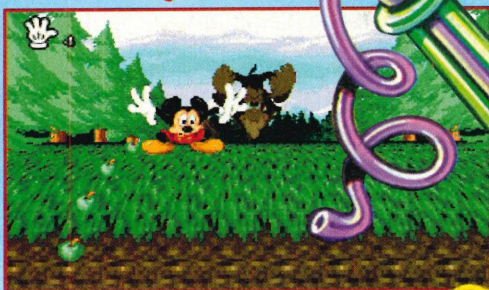
and the impressive 3-D first-person perspective Moose Hunter level, Sony have clearly gone to some lengths to make this a more original title of its genre.

The three different gaming engines (side-scrolling, cylindrical rotating and 3-D coming-at-you) give this platformer enough variety to put it in a different class to other titles. The ideas may have worn thin a little in places, but the entertainment is first class. Fans of Mickey Mouse can look upon this as a collector's item for years to come - it's a work of art more than anything.

Mark "When I'm 65"

Hill

SP



Just you try outrunning a two-ton moose - it's no easy task. Apples need collecting on the way to keep up your strength too.

AIM OF THE GAME!



Right we're off...

THE AIM OF THE GAME
REScue PLUTO AND
DEFEAT THE BIGGEST
MEANEST PETE ANYONE
HAS EVER SEEN AS
MICKEY TRAVELS
THROUGH SOME OF THE
GREATEST CARTOON
ADVENTURES OF HIS
CAREER!

... on a trip down memory lane...

THROW MARBLES
★ EXTRA HIT POINT
★ EXTRA LIFE
★ MARBLES LEFT
★ HIT POINTS LEFT
★ LEVEL RESTART

... with a host of options!



SONY
£44.99
OUT: NOW

MICKEY MANIA

THE TIMELESS ADVENTURES OF
MICKEY MOUSE

CART SIZE:.....16Mbit
PLAYERS:1
STAGES:7
SKILL LEVELS:3
FEATURES:continues
CONTACT:.....Sony
(071) 9118700

PROVIEW

MARK P

Are Sony taking the Mickey? No, this really is a great game!

PHIL

One of the better platformers around at the moment. Very polished.

CHRIS

Good fun to play and it really captures the charm of the cartoons.

PROSCORE

GRAPHICS 93%

▲ Very smooth and stylish scaling and rotating techniques.

▲ Unmistakable animation - it's of a Disney quality through and through.

SOUND 89%

▲ It's great to hear a few of Mickey's digitised speech samples.

▲ A cheerful and enlightening set of tunes to put you in the mood.

GAMEPLAY 84%

▲ This offers many surprises - including an impressive bonus level.

▼ Jumping is a little awkward at times, and the route is straightforward.

CHALLENGE 85%

▲ A few puzzles and lots of tricky situations to give players a tough battle.

▼ Once completed you'll rely on the pretty pictures to keep you interested.

87%

Mickey's timeless adventure is a refreshing and entertaining platformer with lots of character. A real Disney treat.



Psycho Pinball



THE ABYSS

Two of the bonus games: Light the LAVA targets to activate the Volcano feature. To play Whale Belly, the sub-game, you'll need to light the TAIL letters near the top.

Look at the top of the screen and you'll see the Black Jack panel game in progress.

Pinball is a game everybody has played – in bars, pubs, clubs and arcades. First there was the simple pinball game with jet bumpers, flippers and a metal sphere. Today they are far more complex with wicked flashing lights, dynamic score panel games, ramps, tunnels –

designs that make them as much fun as they've ever been.

Now Codemasters have produced a pinball game that reflects on the modern arcade pastime. As soon as that plunger launcher is released, prepare for a fast and electrifying experience with a metal sphere and a clutter of special features. Four tables and loads of sub-games make this the most promising Codies release since their racing phenomenon, *Micro Machines*. Flip out, dude.

If there's one video game in the software industry that'll turn you psycho so you really flip out then it has to be *Psycho Pinball*. From the outset this explosive title has the features to lift it above any other pinball title available on the MD. Interactive vector reflections for the ball routines to create that realistic feel is just one of the tasty ingredients in the recipe!

What we get with *Psycho Pinball* is four themed tables: Fairground, Wild West (yee-ha), Undersea and Ghost House. But if you thought scoring many

millions was the sole aim of the game you'd be wrong. Codies being Codies have been using their creative brain cells once again, so each pinball table is packed with bonus features, hazards and special effects. The most appealing bonuses are the sub-games. Skilful players can access Moonshot, Runaway Train, Ghost House and Whale Belly – full-screen separate mini-games.

And it's fun, fun, fun all the way to the bank on tables such as the Wild West. With the strumming western music ringing in your ears, the sound of horses' hooves and a shotgun to launch your ball, the challenge ahead is to find the bonuses. It takes a while to understand what all the switches, channels and targets do, but working it all out is half the fun!

To ride the Runaway Train bonus-game you'll need to shoot the horseshoe (with the ball that is), and then ride the Rodeo Ramp to light an ENGINE letter.



PROtip

IF YOUR BALL LOOKS AS IF IT'LL DROP BETWEEN THE TWO BASE FLIPPERS, USE THE 'TILT' TO DIRECT THE BALL SLIGHTLY TO THE LEFT OR RIGHT. WITH ANY LUCK THE EDGE OF THE FLIPPER WILL MAKE CONTACT.





When all the letters are lit (typical pinball feature), you'll be instructed by the digital scoring panel to shoot the train. This will give you access to the Runaway Train!

The digital scoring panel sometimes turns into a play screen too. The Spook Shoot game is played by lighting the ZAP targets on the Trick Or Treat table, and the Black Jack Panel Game (one of the easiest to access) simply requires knocking down four playing cards and getting the ball in the Black Jack hole (on Wild West again).

I could waffle about the bonuses available, but it's so much fun working them out for yourself.

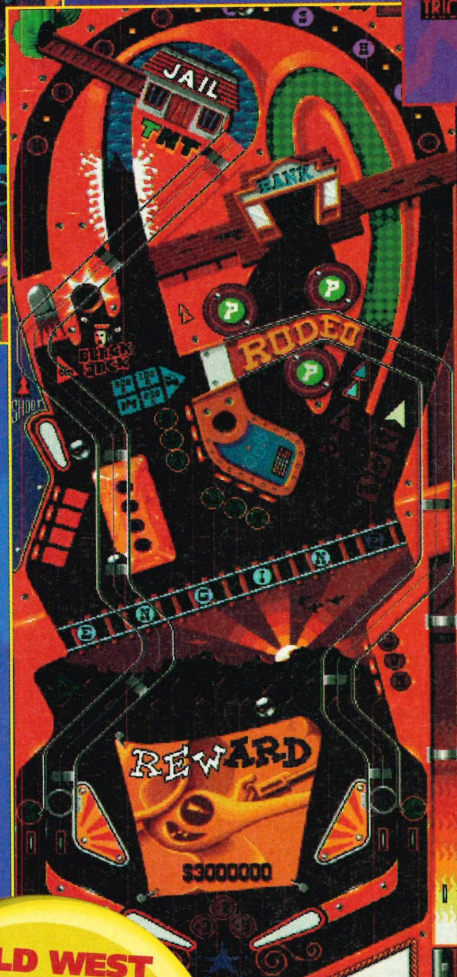
Instead I'll go on to explain just how smoothly the ball rolls over the tables, how colourful the graphics are, and the incredibly realistic feel of pinball I got from this. The interaction between flippers, bumpers and ball is modelled on the behaviour of real flippers so the ball can be controlled and directed accurately. The overall effect is awesome – as good as a game down the local club.

Another inspiring feature is the 12 different surfaces (rubber, wood, metal, spring etc) – they all affect ball movement and therefore help to make each of the tables a very different pinball ride. Having three balls simultaneously in play during the

MAIN TABLE (PSYCHO)

Two of the bonus games: Shoot the Cup Confusion targets to light a cup. Light all three cups to activate the Cup Confusion panel game. Light the RIDE letters to advance the bonus multiplier.

These are the four tables available. If you start on the main 'Psycho' table there is a feature that'll take you to the other tables as part of your go.



WILD WEST

Two of the bonus games: Shoot the horseshoe and then the Rodeo Ramp to light an ENGINE letter. Light the whole word to play the train game. Drop the playing cards to play the Black Jack panel game.

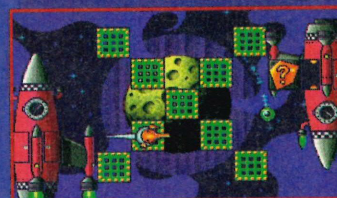
Multiball feature ensures the title 'Psycho' lives up to its name!

So what more can I say? This is pinball at its best: true to the modern changes pinball machines have gone through, and as realistic as they come on the MD. One of its biggest selling points will be the universal appeal – this is a game anyone can enjoy. The team from Warwickshire have put the likes of *Virtual Pinball* and *Sonic Spinball* in the shade with a title that's got the variation in the gameplay to keep you flipping into the millions for a good deal of time.

Mark "Pinned" Hill SP



All your highest scores are recorded in the high-score listings for each of the four pinball tables.



Here is one of the sub-games. It's called the Moon game and you must cross the board whilst avoiding the crumbling squares!

TRICK OR TREAT

Two of the bonus games: Light the CAT targets to activate the Broom Ride. To play the sub-game Ghost House you'll need to light the GHOUL letters by hitting the Chimney.



CODEMASTERS
£44.99
OUT: NOW



CART SIZE:.....12Mbit
PLAYERS:.....4
STAGES:.....4
SKILL LEVELS:.....3
FEATURES:.....sub games
CONTACT:.....Codemasters
(0926) 814132

PROview

MARK P

I've been playing this solidly ever since it came into the office.

PHIL

This is very reminiscent of *Pinball Fantasies* on the Amiga. Brilliant!

CHRIS

Easily the best pinball game on the MD. Very polished and fun to play.

PROscore

GRAPHICS 89%

- ▲ The full-logic routines provide all the realism of a proper pinball table.
- ▲ Slick graphics and a ball that rolls as smoothly as silk over the tables.

SOUND 92%

- ▲ The combination of digitised FX, speech and rockin' music is incredible.
- ▲ Whack the volume up for the full atmospheric effects of real pinball.

GAMEPLAY 93%

- ▲ Very fast, very addictive, plenty of bonuses. An awesome experience.
- ▲ The best pinball release yet for the MD – and the most realistic too.

CHALLENGE 85%

- ▲ The challenge of finding all the bonus features is huge!
- ▼ Typical of pinball, though, luck can play a big part when amassing a score.

92%

Entertaining, realistic and very, very addictive. Easily the best pinball title you can get for the Mega Drive.

REVIEW

MEGA-CD

EXCLUSIVE

While trainspotting tech-heads are constantly raving about how the information superhighway will change our lives for the better, Psygnosis offer a cautionary tale in their latest game. This deals with a megalomaniac computer virus that's taken over the network of a highly advanced civilisation. Known as SCARAB, the virus has already gained control of three planets in the Bodor star system, using their high-tech military defences to its own ends. It's all a far cry from printing silly messages on people's screens!

As always, it's up to you stop it. This is achieved by blasting everything to bits in another of those FMV 3-D shoot-'em-ups. Those recalling bad memories of *Microcosm* are assured that Psygnosis have learned from that experience to create a much more playable game. We shall see...

Remember *Microcosm*? Well there are those of us who'd rather forget! Hyped to high heaven, and overrated by many, it was a 3-D blast-'em-up featuring stunning CD-accessed back-grounds and some of the most mind-numbingly boring gameplay ever created. Nice graphics, shame about the game. Well, for *Novastorm* — which isn't the sequel, by the way — Psygnosis reckon they've corrected this to make the action more exciting and challenging.

Things start off impressively with another mammoth intro sequence featuring lots of rendered graphics, blue-screened actors and spoken dialogue to set the scene very well. And this is just the first of many such sequences — others crop up between stages to explain what's happening next. It all adds to the continuity and atmosphere of the gaming experience, as does the ambient soundtrack.

So, what of the gameplay itself? Well, at first sight it doesn't seem that different from *Microcosm* as waves of enemy ships fly onto the screen as you hurtle past rendered scenery. As with all 'FMV blasters', you can't choose your route through this, instead simply moving your ship around the screen to aim your fire-power. The only real difference is that there's more enemies appearing

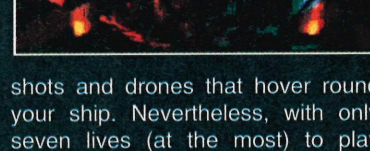
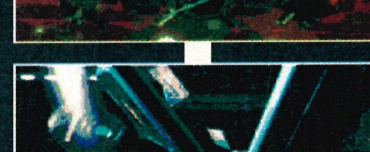
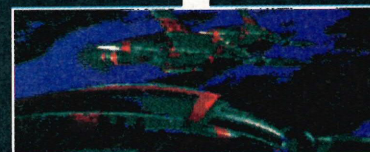
at once, so you're kept a bit busier.

Reach the end of a stage and things perk up a bit as you're confronted by one of the big bad-dies. These either take the form of a high-tech defence installation or giant creature. Some of them are really very impressive, including a huge snake that bends forward to reveal a mouthful of sharp teeth — very scary, it reminded me of the T-Rex in *Jurassic Park*. Another favourite has to be the flying beetle that you follow in the desert before it lands for a second confrontation: here spikes rotate at various heights on the screen, so you have to quickly move above or below them.

Yes, you can now collide with the rendered graphics and scenery. This doesn't play much of a part in the early stages, but later in the game you have to carefully fly around huge rocky ledges and between girders and wires — sometimes there's only a tiny part of the screen that's safe. This certainly adds to the excitement of the otherwise very simple blasting action.

Scraping your ship on the rocks rapidly reduces your shield energy, as does getting shot. You can replenish this by choosing the shield icon when the choice of three power-ups appears — others include twin or triple cannon, more powerful

As well as a lengthy intro, there are FMV sequences between the stages.



shots and drones that hover round your ship. Nevertheless, with only seven lives (at the most) to play with, and no continues or level passwords, getting through all 17 stages will take some doing.

It can therefore get a bit repetitive after a few goes, as the continual rapid firing wears on your thumb and your nerves. The inclusion of a charge-up weapon (hold down the button to increase its power) is nice, but it's only ever any use for the big baddies. The latter are definitely the highlights of *Novastorm*: very impressive to look at, and satisfying to destroy in massive explosions. Otherwise the main gameplay isn't that different from *Microcosm*.

Phil "Storm In A Teacup" King SP

PROTIP

ON LATER LEVELS CONCENTRATE ON AVOIDING THE SCENERY, AS A BAD CRASH COULD MEAN INSTANT DEATH. IF YOUR ENERGY'S LOW, MAKE SURE YOU GRAB THE SHIELD POWER-UP WHEN IT APPEARS.

NOVASTORM



In the middle of an asteroid field. It's no good firing at the huge rotating rocks – you can't destroy them, so just avoid them.



On the ice planet you come up against another wave of enemy ships. You'll have to be careful now as your shield's almost down to zero.



Whoah, what's going on? You're often turned round and upside down in this roller-coaster ride of a game.



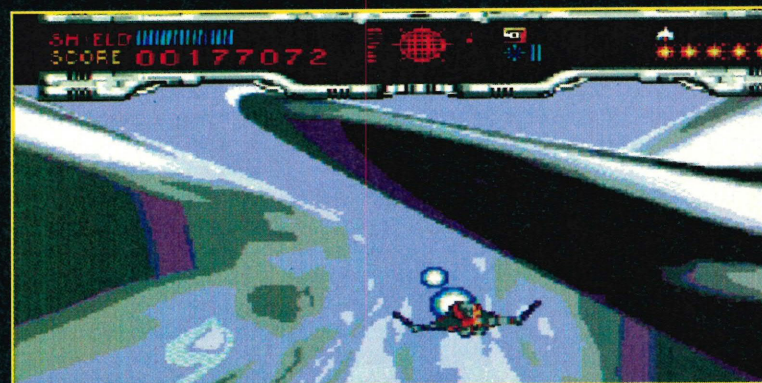
Some enemies leave behind power-up pods. There's a random selection of three to choose from, including better guns, drones and replenished shields.



Make sure you fly through these hoops on the ice planet.



One of the very impressive big bad dies that appear at the end of every stage. Watch out for the rotating spikes!



This huge radar dish appears at the end of one of the early stages. Hit the centre of it repeatedly while avoiding its fire.



You've just scraped your ship on the rocks, costing valuable energy.



PSYGNOSIS
£TBA
OUT: NOW



CD ACCESS:medium
PLAYERS:1
STAGES:17
SKILL LEVELS:3
FEATURES:.....no continues
CONTACT:.....Psygnosis
(051) 7095755

PROview

MARK H ■■■■□

I preferred *Rebel Assault* which had more variety to keep your interest.

MARK P ■■■■□

It has its moments, including some great bosses, but mostly it's dull.

CHRIS ■■■□□

Microcosm was vastly overrated and this isn't much of an improvement.

PROscore

GRAPHICS 88%

- ▲ The rendered intros are nice and some of the bosses are very impressive.
- ▲ 16 colours per frame permits constantly varying backdrops.

SOUND 90%

- ▲ A different CD ambient techno tune for each level. Good listening.
- ▲ The usual blasting FX, plus plenty of speech in the intro sequences.

GAMEPLAY 74%

- ▲ Flying through gaps and taking on huge bosses is exhilarating.
- ▼ The gameplay gets a bit repetitive as you blast wave after wave of ships.

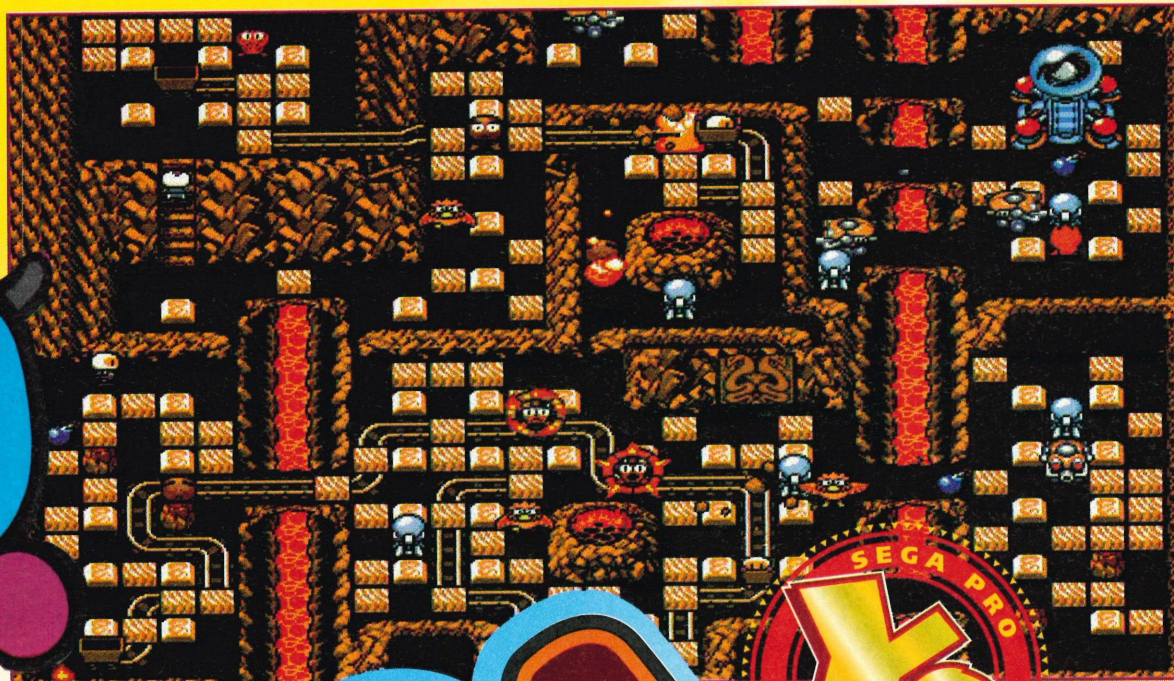
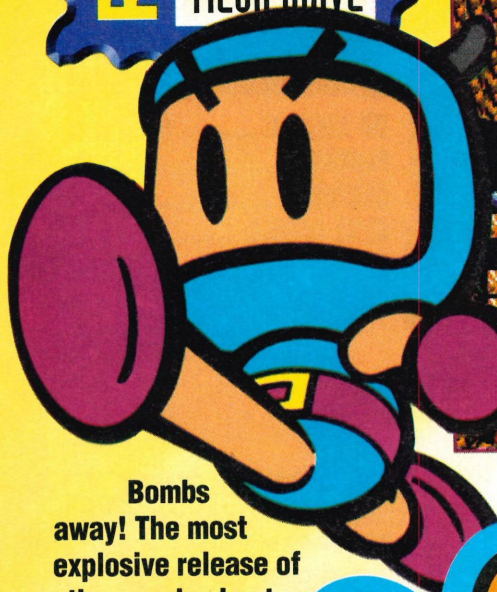
CHALLENGE 68%

- ▲ With a maximum seven lives and no continues, it'll take some completing.
- ▼ But with the need to repeat early levels, you'll need much patience.

72%

A bit disappointing: it is more playable than *Microcosm*, but still isn't that exciting. A decent, simple blast-'em-up.

TOEN

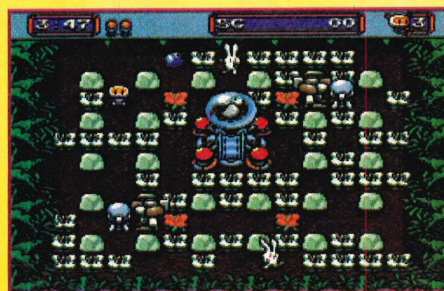


Bombs away! The most explosive release of the year is about to ignite in your face. Bomb the baddies, bomb the place to bits – the bomberman does not beat around the bush. In a series of mazy levels he needs to think tactically. Lay the big fat bombs in the paths of enemies, find a safe haven, then wait for the explosion.

Yeah! Sega are stars – they've brought the tactical maze bomber to the MD, and if the popularity of the SNES version is anything to go by, we should be in for a treat.

The many levels can be stormed alone or with three other players. With the old Sega Tap linked up, there's an addictive aspect in the gameplay you may find impossible to avoid.

Time to bomb...



Bombs away. This is one of those games that'll have your eyeballs fixed to the screen for hours at a time. It's so addictive.

As a destructive little character, your sole aim is to bomb all the enemies on a level to reach the exit. Each of the levels is presented as a kind of overhead maze. The first few levels are fairly straightforward – similar to a Pac-Man maze. Later levels get more cunning with mining rails and bridges being just two of the added complications.

Also, after every three or so stages in each of five areas (with different scenarios) there's a boss stage. Bomberman must speed around the simple level maze and tactically lay bombs as the boss throws arms, legs and godly powers at you. Thankfully a password for every stage ensures you don't have to retrace your steps.

In multi-player mode the enemies disappear as you go into a head-to-head battle. Bombing your friends in the cheekiest and most tactical way possible will evoke

shrieks of joy and moans of despair. The joy of laying two bombs to block off another player can soon be cancelled out by the annoyance at placing a bomb before realising the maze won't let you escape from it either – it's very easy to blow yourself up!

The cheery sprites and sounds keep you plugging away in a determined fashion – this is not a game where you'll want to throw in the towel. All kinds of crazy maze affairs occur when you pick up the special icons hidden under blocks. These let you lay more bombs, increase your bombs' blast range, swap

You'll have a blinding time in four-player mode. Who can dodge those bombs the best?



places with another player, and slide bombs along corridors. Best of all are the kangaroos: there are different-coloured ones with unique abilities such as kicking bombs over obstacles, jumping and turbo-speed.

Your mount also acts as a safety shield for one bomb blast, getting blown up instead of you.

Bomberman will keep you entertained for many weeks. You can keep coming back for a dose of this any time and know it's the party game to have in the house. Cunningly addictive, bright and cheerful, and a real entertainer for visiting friends, *Bomberman* is the biz.

Mark "Terrorist" Hill **SP**

PROTip

IN BATTLE MODE TRY AND GET AS MANY BOMB ICONS AS YOU CAN. LAYING UP TO SIX BOMBS IN ONE GO WILL WASH THE SCREEN IN ORANGE FIRE – IT'S BOUND TO KILL ONE OF YOUR OPPONENTS OFF!



As the levels roll, enemies become more intelligent. Here they can pass over the walls.



Choose your type of bomberman here. They range from very fat to titchy.



Bomb all the blue pods to finish the stage. Only then will the door in the top-right corner open.



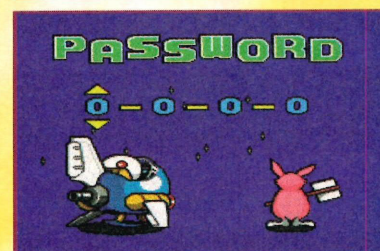
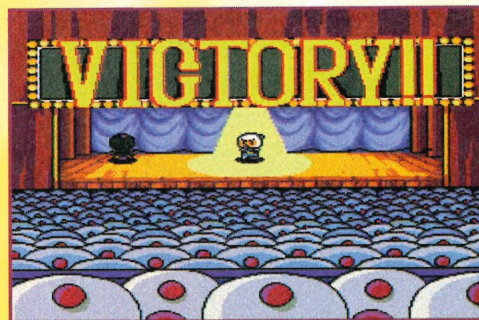
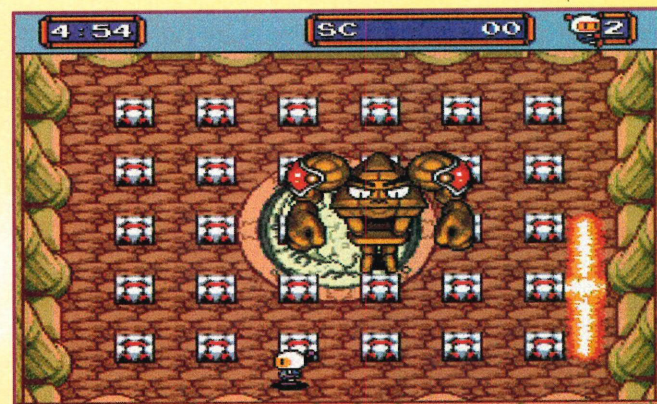
Up to four players can play at once. You'll need a Sega Tap to play.

BOMBERMAN

Bungle in the jungle. Only one pod to bomb now before the exit will open.



Here is an interesting four-player battle. Two have kangaroos to ride, and loads of icons have sprung up!



There is a password for every stage of every level. Just as well really!

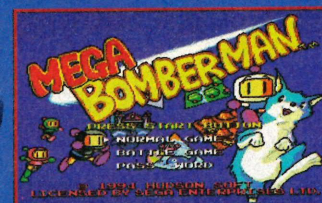
After every three or so normal stages there's a boss stage. This is the pyramid man and he's tough.



Yexin' Alvocado – a strange name if ever there was one. The longer you play, the more interesting the levels.



SEGA
£39.99
OUT: NOW



CART SIZE:8Mbit
PLAYERS:4
STAGES:n/a
SKILL LEVELS:1
FEATURES:.....four-player mode (Sega Tap)
CONTACT:.....Sega (071) 3733000

PROVIEW

MARK P ■■■■

Boom! Great fun with friends... well they used to be before we played this!

PHIL ■■■■

Along with NBA Jam, this is the best multi-player game around. Brilliant fun.

CHRIS ■■■■

Fiendishly addictive in multi-player mode, but the solo game's not as good.

PROSCORE

GRAPHICS **84%**

▲ A range of cute sprites; for the bombermen and the enemies.

▲ Presentation screens shine – full of life, bright, cheerful.

SOUND **83%**

▲ Happy-go-lucky tunes that gel with the action extremely well.

▼ The simple ping-ping music won't suit modern rave fans.

GAMEPLAY **94%**

▲ This has you laughing, swearing, gritting teeth and cursing. Great stuff!

▲ Lots of hidden surprises. In battle mode, icons bear all kinds of 'fruit'.

CHALLENGE **91%**

▲ Get that Sega Tap plugged in – a four-player bash is a must.

▲ Many levels of bombing madness to give solo players a very good challenge.

90%

A title with very special qualities – addictive, busy, easy to get into with unbeatable staying power. Bomberman is a blinder!



Check up on your party's stats on this screen. Interesting, isn't it?



You can't actually tell from this screenshot, but there is actually a fierce battle going on at the moment!

Eye of the Beholder

Yipes! Now we're in trouble...



Eye Of The Beholder is an Advanced Dungeons & Dragons game. AD&D is a strange phenomenon that was all the rage a few years ago. People used to sit around in their living rooms, pretending that they WERE Bigloo the dwarf (or whatever). It was a big hobby, but the strange thing is, ask anyone today if they were 'involved' in this madness and you're greeted by a embarrassingly paranoid "eh?".

Originally, *Eye Of The Beholder* was released on the 16-bit home computers (aka, Amiga, ST and PC) and to much critical acclaim as well. Mind you, that was two years ago, so with the Mega-CD version just released, you'd expect a hell of a lot more than just a straight port-over, wouldn't you?

The sequel to *Dungeon Master*, *Eye Of The Beholder* uses a very distinct game engine. You take control of a party of rough and ready adventurers as they attempt to explore the deepest regions of the sewers under an ancient city called Waterdeep. Problems start to arise

when the terrible and unresponsive control set-up begins to give you hassles. With a Sega mouse, it's a little better, but who actually owns one of those?

Every character in the game has their own stats and rankings. All of the usual RPG stuff is in here: Intelligence (very important for wizards and mages), Wisdom (important for clerics) and Charisma (useful for dealing with non-player characters) and many, many more such personal stats. Armour Class,



Hmmm, now then, let me see. Do I want to be a Halfling or an Elf?

Hit Points and Experience Points both play their part in the game, as well. Or do they?

You see, the thing is, interaction with other characters is very rare. Most of the time, you'll just be wandering around the dungeon, killing everything that you see. A true freeform RPG would give you the opportunity to do anything that you wanted, wouldn't it? If you so desired, the game should give you the choice of scrawling on the walls, for example, so that you always knew where you've already visited. Sadly, no such choice here.

If you discount the brilliant sampled speech and rather boppy house music that plays on throughout the game, then sadly, you're left a bit short-handed with this. In fact, it's not even as good as the original computer version of the game! How long will we have to wait until someone out there sees the light and decides that maybe revamping (if you can call it that) a two-year-old game and selling it as a full-price product is just a bit out of order?

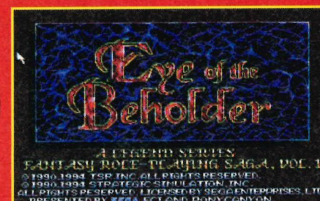
ProTip

KEEP AN EYE ON YOUR CHARACTERS' HIT POINTS AND SWAP THEM AROUND WHENEVER ONE'S START TO GET TOO LOW. ROTATING YOUR PARTY WILL SPREAD OUT THE DAMAGE FROM ATTACKS.

Mark "Elf" Pilkington SP



SEGA
£54.99
OUT: NOW



CD ACCESS:slow
PLAYERS:1-4
STAGES:n/a
SKILL LEVELS:1
FEATURES: battery backup
CONTACT:Video Game Centre
(0202) 527314

PROview

CHRIS ■■■■

A poor conversion that's even less attractive at the absurd high price.

MARK H ■■■■

Dodgy controls and a tired dungeon theme soon bored me to death.

PHIL ■■■■

It was fine on the computer formats, but this is a lacklustre port-over.

PROscore

GRAPHICS 65%

▼ These are inferior to the original Amiga graphics!

▼ The lack of colours makes things look even duller.

SOUND 94%

▲ The sampled speech that is found in the game is very well read out.

▲ The background track is a treat for anybody who likes a good bop.

GAMEPLAY 51%

▼ Without the benefits of a mouse this game loses its shine.

▼ Two years old, this adventure is really showing its age.

CHALLENGE 60%

▲ There is plenty for you to explore, so at least it isn't all bad.

▼ Why anyone would want to play this out-dated junk is beyond me.

18%

Sad. Next time you decide to impress your pals with your Mega-CD, don't show them this shambles, whatever you do!

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The keeper makes a great save as the Welsh take their first shot at goal.

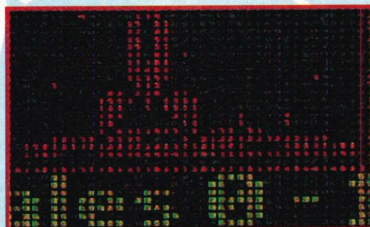


Midfield action with the Welsh still looking for a clear opening towards goal.



The greatest soccer title on console is now going portable. Poach those hand-held goals courtesy of EA, and make use of the many options that have been carried over from the original. EA Sports, expert technicians and statisticians in a variety of sports, launch their premier event for their premier GG title.

Step out into the EA Sports stadium where all eyes will be on your team's performance as the nation looks on. Soak up the atmosphere, put the boot in where it hurts. With ball at your feet, it's time to express yourself with silky skills. Can this 90-minute match give players the same flexibility and passing style *FIFA '95* could? 8-bit *FIFA* has arrived.



Like the MD version there's a digital scoreboard with a set of display patterns. Lovely!



Team formation and strategy options are available. No two-player link-up though.

EA Sports could not have launched a bigger name for their first ever GG title. Certainly this is an ambitious project, but with the opening screens showing many of the options the MD version had, there was the possibility of a superb conversion showing its true colours on the pitch.

After selecting to play an exhibition match with the mighty Brazil, and then choosing Israel as my opponents (good chance of scoring at the first time of asking then!), the players appeared on what I thought was a Canadian province with white lines. The pitch is huge!

The sprites look smart enough – animated to an acceptable standard for 8-bit technology, and even those lush criss-cross mown strips are there for that World Cup look.

Controlling your men is where it all starts to fall down. The players

move like they're on a Sunday walk in the park – probably suffering from a hangover at the local nightclub after too many beers and an ego crisis with young women. And the way they can only kick the ball a pitifully short way up the huge pitch is way out on the scale front – out of proportion and therefore unrealistic.

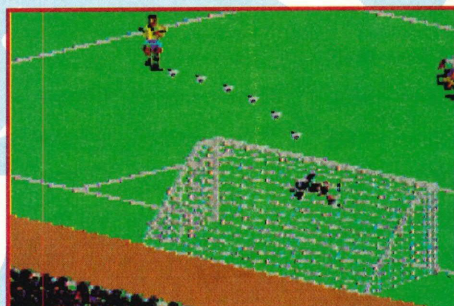
Even when you score a goal the ball is kicked with little venom, yet still rolls past the outstretched keeper into the net. Again the interpretation from the real game is poor – not the slick movement we expect on a soccer title.

EA Sports, usually so precise in their sports releases, have slipped a little here. The content is certainly here, and the looks are good, but the gameplay falls flat. With no two-player Gear-link option either, I can only suggest you look elsewhere for a GG soccer title.

Mark "Dropped" Hill **SP**

ProTip

THE BEST TIP I CAN PROVIDE IS TO AVOID *FIFA* ON THE GG. IT'S NOT A TOTAL DEAD LOSS, BUT GAMEPLAY IS VERY DISAPPOINTING AND I'D HATE TO SEE *FIFA* FANS BEING DECEIVED BY THE BIG NAME.



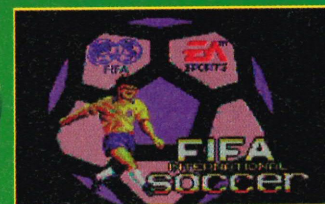
The ball can be curved in the air to some extent. Pity the power of shots is so pathetic.



The presentation screens are laid out in a similar way to the original *FIFA* – TV style.



EA SPORTS
£24.99
OUT: NOV



CART SIZE:4Mbit
PLAYERS:1
STAGES:n/a
SKILL LEVELS:1
FEATURES:none
CONTACT: ..Electronic Arts
(0753) 549442

PROview

MARK P It looks very polished, but the game-play isn't of the same high quality.

PHIL With poor playability and no two-player option, it's a relegation contender.

CHRIS I know they had to compromise, but all the skill's gone out of the game.

PROscore

GRAPHICS 75%

- ▲ A spanking set of presentation screens and polished player sprites.
- ▼ Pitch is far too big in contrast with the kicks and passes. Unrealistic.

SOUND 72%

- ▲ A well-adapted theme tune taken from the original MD version.
- ▼ When a goal is scored it's sounds like high winds from the North Sea.

GAMEPLAY 57%

- ▲ A variety of options to suit soccer fans. 52 teams to play as and beat.
- ▼ Slow players on an out-of-proportion pitch make it tiresome to play.

CHALLENGE 49%

- ▼ You don't feel the passion of *FIFA* – there's little incentive for challenges.
- ▼ Very surprising to find no two-player Gear-link. Soccer titles need this!

56%

A version of *FIFA* that falls flat on its face with a poor control system and no two-player mode. GG fans should postpone this match.



Looking at life in the 31st century, it's always good to know that humanity has progressed since the violent and wild days of the caveman. You won't find anybody killing each other with rocks and stones in the future; oh no siree! Instead of primitive weapons, people now kill each other by sitting in gigantic 75-ton robots. There's nothing like a bit of progress, is there?!

This shopping lark's all very well, but all that I really want is a nice new pair of jeans...



A clip from the intro. Isn't it nice?

drawbacks to this idea, though. Firstly, these Mechs cost too much and secondly, they haven't even been invented yet! But with this little game from Extreme (soon to be released officially by Sony), at least you can get halfway there, anyway...

Controlling your Mech will take a bit of practice at first, as judging the monster's movement and aiming correctly isn't easy. There are also nine different types of weapon to available to fire – each having its own separate firing range and velocity. The terrain will also have to be taken into consideration, as each planet has a different climate. These range from a freezing ice-world, right up to a boiling volcanic planet. Once you've got to grips with everything, though, you can start to really appreciate the finer aspects of the game.

Before you begin each mission, you are briefed by a fearsome commander about what tasks you will need to complete. For example, on the initial mission, your first task is to take out the radar sights, before going on to destroy the air base. Do you get the general idea? It all gets rather addictive after a while. Up to two players can control the Mech, with one controlling the guns, whilst the other walks him around.

Basically, this is *Desert Strike* with robots. This is a game that you can really get into, but don't expect miracles to happen at first because of the dodgy controls – they can be fiddly to say the least!

Mark "Cyberpunk" Pilkington **SP**



Uh oh, it's game over as you crawl from your Mech wreck.



Brrrr! I'm glad I'm inside that big robot – it looks freezing outside!

Stomping around inside an almost invincible war machine has its appeal. Just think about it for a second: yes, you too could crush your Geography classroom – and no-one could stop you! There are only two



The Mech monsters battle it out on the grass.



The radar screen shows the positions of enemies.

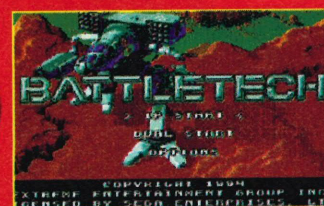


PROTip

PRACTISE PLAYING AROUND WITH THE VARIOUS CONTROLS AND WEAPONS THAT ARE AVAILABLE TO YOU. EVENTUALLY YOU'LL GET THE HANG OF IT AND THEN YOU CAN REALLY GET BLASTING...



EXTREME
£59.99
OUT: NOW



CART SIZE:.....16Mbit
PLAYERS:2
STAGES:6
SKILL LEVELS:1
FEATURES:none
CONTACT:.....Video Game Centre
(0202) 527314

PROview

MARK H ■■■■

Very addictive gameplay that soon had me hooked. A tough challenge too.

CHRIS ■■■■

An explosive shoot-'em-up with some novel twists. I like it.

PHIL ■■■■

A bit steep on import; I'd wait till it comes out officially in the New Year.

PROscore

GRAPHICS 85%

▲ The Mech and targets are all well animated and drawn – very futuristic!

▲ Backgrounds are both colourful and interesting. Some are even animated.

SOUND 64%

▲ Some lovely sampled speech and explosions can be found in this game.

▼ The tunes will grate a little bit, but there's the option of turning them off.

GAMEPLAY 83%

▲ This is a game that you'll want to keep on coming back to – believe me!

▼ The initial difficulty in controlling the Mech can cause problems.

CHALLENGE 87%

▲ It's almost guaranteed you'll want to complete it.

▼ A bit too tough really, but that's a minor niggle, isn't it?

83%

A great tactical blast-'em-up. Hurry up Sony and release this gem officially! It's just too good to be wasting away on import.

BATTLETECH



MEGA DRIVE



There's options galore in this game, including a league and full World Cup.

The players all have momentum, so their speed builds up as they run.



The World Cup Finals. You can change all the teams and even insert England!

DINO DINI'S

Ladies and gentlemen, roll up, roll up, roll up for the biggest fight this side of Lennox Lewis and Frank Bruno! Yes, it's **SENSIBLE SOCCER vs DINO DINI'S SOCCER!** In the blue corner, Dino Dini – the programmer of *Kick Off* and *Kick Off 2*, games which defined football on the small screen forever. And in the red corner, Sensible Software – the wild 'n' crazy programming team who stole the thunder from Dino with their highly acclaimed *Sensible Soccer*. Converted from his popular Amiga game *Goal!*, does *Dino Dini's Soccer* have what it takes to regain the title? Or will it all end horribly for the former champion?

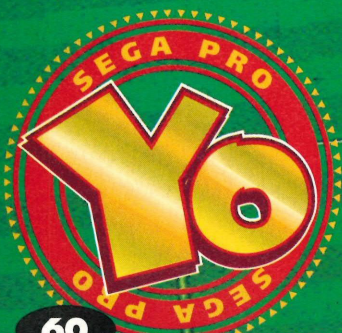
Where's the goalie gone?! Backpasses are booted upfield by the keeper.

Throw-ins can be accurately placed by adjusting power and height.

That's no way to play the offside trap, mate. Mind you, there aren't any offsides!

Get fouled in the box and you should get a penalty – if the ref gives it!

The player in control is indicated by his number and fitness bar.



The pre-match screen lets you change your team and the match options.

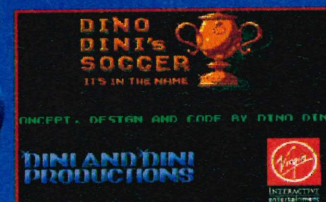


As in Dino's Kick Off games, a radar screen shows all the players' positions.

A set-piece free kick. The defence can add players to the wall and position it.



VIRGIN
£39.99
OUT: NOW



SOCCER

This game is possibly the most realistic football simulation I have ever seen! Before you can even start to play your first match you're going to have to take some time out and put in a bit of practice. Just controlling your player and making him dribble is a hard enough task! Let me explain...

In real life, when a player runs down a straight dribbling the ball in front of him, it will continually bounce off of his feet as he kicks it ahead of him. And when he turns, you'd expect him to slow down so that he can control the ball better, right? Well, this is what we have here in the game. Your player gradually speeds up as he dribbles in one direction, but you'll need to slow down to turn or the ball is liable to fly off his foot. It's a very clever and well-thought-out system, and once you get the hang of it the game really starts to come alive.

Kick Off and Kick Off 2 were the games that established the overhead view as the definitive format for soccer games. Unsurprisingly Dino's latest game uses the same perspective, but this time you have the choice of a vertically or horizontally scrolling pitch. Better still, the view automatically switches between two scales, zooming out for a wider view of free kicks and

A fine save. The automatic goalies have three levels of intelligence – even the lowest is good.

throw-ins.

There are 99 international sides that you can play as, ranging from obscure Asian teams such as Indonesia, right up to well-known giants like Brazil. What makes this even more remarkable is the fact that every player in every single team has eight separate stats which define the way he plays. However, just like a real manager, you can't see these figures – you have to try different players in various positions and formations.

PROtip

THE EASIEST WAY OF CONTROLLING THE BALL IS TO HOLD DOWN THE A BUTTON TO TRAP IT. YOU CAN NOW ROTATE YOUR PLAYER ON THE SPOT AND PASS TO A TEAM-MATE – OR START DRIBBLING AGAIN.

With all of these teams to play around with, you need some kind of tournament to play, don't you? Well, it just so happens that you're more than catered for here. Not only can you replay the '94 World Cup Finals, but you can even take a team through the any of the global qualifying groups. In fact, up to 24

human players can join in – or you can choose several teams each! You can even customise the championship by switching the teams around, changing the holders and hosts, and editing the team and player names (which are fictional). There's also a league option, and both tournaments are saved to battery backup.

In the game as well, there are options galore: everything from changing the size of the on screen radar to altering your kit (in case it clashes with the other team's) – it's all here. You can even decide who referees the match for Pete's sake! This game has options coming out of its ears, but luckily for us, it also has playability to match as well.

After the initial delay in getting the hang of the controls, everything becomes pretty instinctive. In classic *Kick Off* style you can trap the



Goal! Watch it all again on the instant replay, zoomed in or out and played in normal or slow motion.



Mistime a tackle and you'll foul the opponent. Depending on the ref, you could get just a warning or a card.



When the ball goes out of play, you can make a substitution. Your team formation can be changed here or during play.

ball and pass it with ease, and you'll soon be putting together some flowing moves and scoring great goals.

Plugging in the Sega Tap for four-player matches, this game had the whole office gripped with footy fever once again and we all honestly think it's the bee's knees. One question still stands, though: which is the best footy game for the Mega Drive? Phil will pip for this one every time, whilst Mark stands by *FIFA '95* with his life. Myself? I dunno, I love them all!

Mark "Ball Control" Pilkington SP

CART SIZE:8Mbit
PLAYERS:4
STAGES:n/a
SKILL LEVELS:5
FEATURES:.....battery backup
CONTACT:Virgin
(081) 9602255

PROview

MARK H

Another sound soccer sim, but it won't drag me away from *FIFA '95*.

PHIL

The most skilful, playable footy game ever. Better than *FIFA* and *Sensible*.

CHRIS

Tricky at first, but you can put together some satisfyingly realistic moves.

PROscore

GRAPHICS 90%

- ▲ The animation and smooth scrolling make this a right old visual treat.
- ▲ The way the view zooms in and out offers the best of both worlds.

SOUND 45%

- ▲ Not a patch on *FIFA*, but there are some fair crowd noises and whistles.
- ▼ The in-game music is terrible – it's just as well you can turn it off.

GAMEPLAY 92%

- ▲ Realism is the name of the game as you perform very authentic moves.
- ▼ Initially damned hard to pick up – you'll need lots of practice first.

CHALLENGE 95%

- ▲ At normal difficulty level, beating even minor teams takes some doing.
- ▲ The full World Cup and multi-player modes will cause a few late nights!

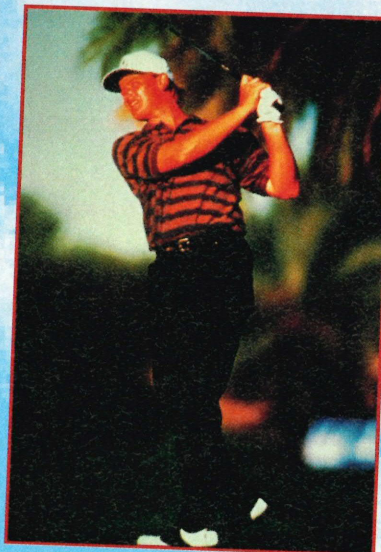
91%

Mixed opinions about whether this is better than *FIFA '95*, but it's undoubtedly a darn fine game of footy.

ENTER PLAYER DETAILS

NAME: MARKIE
 FLAG: 
 TYPE: HUMAN
 MULLIGANS: 4
 DONE

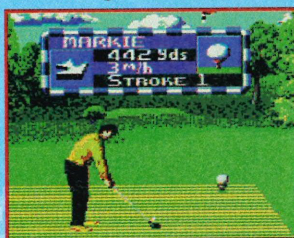
If any girls out there have ever wondered what my personal details are, then wonder no more!



...and it's going to be a sunny day today, with the off-chance of some rain and snow as well!



I'm a bit of a natural at golfing, aren't I? I mean, just look at my posture.



The overhead view is perfect for seeing the whole hole and spotting the hazards.

PROtip

USE THE MAP TO JUDGE DISTANCES, BEFORE SELECTING THE APPROPRIATE CLUB. CONCENTRATE ON AVOIDING ANY HOOK OR SLICE AND YOU SHOULD COVER THE DISTANCE WITHOUT GETTING INTO TROUBLE.

the green in one game with only three shots. I was quite proud of this, actually, but it all fell apart when I used up 15 hits just trying to finish it off! Something wrong there, methinks...

Niggles like that aside, what we have here is a very polished golf game that will serve to please newcomers to the Game Gear. The best golf game to get? Hmm, I'd say go for *PGA Tour Golf* by Tengen. Sorry Ernie, you just missed the cut with this one.

Mark "Hole In One" Pilkington 

ERNIE ELS Golf

Ernie Els is the kind of person that fits the tag of 'Jammy Git' to the tee. At the young age of 24, he's only gone and won the 1994 US Open Championship, hasn't he? This is bad enough, but the boy wonder's won 13 other championships! All this within a five-year career, as well. No wonder he's got his own Game Gear game out. Yes, Codemasters' latest addition to their Sportsmasters series is a golf simulation.

After selecting the sturdiest club he could find and the loudest pair of trousers going (a nice combination of brown and pink!), Mark Pilkington got into the full golfing spirit by driving the office wild with cries of "Fore!"

Oh, how we all laughed...

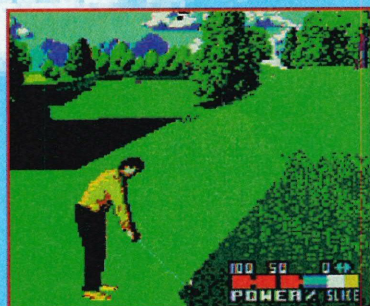
PGA Tour Golf, Putt And Putter, Super Golf and World Class Leaderboard are what this game's up against, and to make matters worse for old Ernie, they're all quite good too! So what does *Ernie Els* offer that will make you rush out and buy it then?

Well, to be honest with you, it doesn't really contain too much that's different. There are the usual Skins and Match Play modes, offering up to four players the chance to compete in a round together. When you take your shot, you can choose from a number of different clubs and stances. The actual process of taking the shot is very well-implemented; similar to the PGA system, where you have to determine the

power of your shot on a moving bar, and then the hook/slice on a smaller moving bar. Hit this in the centre and you should, in theory, have a perfect shot! This is easy to pick up and well thought out.

In fact, the game as a whole is very good, although there are some flaws. First of all, it's very sloooooow. Quite why this is, I'm not too sure, but every time I select a replay or go to take a new shot, I have to wait for a few seconds whilst the Game Gear calculates the course! In this age of high-speed information downloading, the last thing that I expect is to wait around whilst playing golf!

Another bad thing is that it can take absolutely ages to putt the ball into the hole. I'm not kidding you, I managed to get onto



The power bar in all its glory. Stop it in the right places to hit the perfect shot.



CODEMASTERS
 £29.99
 OUT: NOW

ERNIE ELS Golf

CART SIZE:4Mbit
 PLAYERS:1-4
 STAGES:n/a
 SKILL LEVELS:3
 FEATURES:none
 CONTACT:Codemasters
 (0926) 814132

PROview

MARK H 

Fairly entertaining, but not quite to the standard set by *PGA Tour Golf*.

PHIL 

I love golf games and although this one isn't outstanding, I enjoyed it.

CHRIS 

After Codies' brilliant *Pete Sampras*, I was hoping for something a bit better.

PROscore

GRAPHICS **76%**

- ▲ The 3-D courses are well-drawn, offering a nice view of the action.
- ▼ After every shot, it takes an annoying few seconds to redraw the view.

SOUND **30%**

- ▼ Mediocre title tune and total lack of crowd sounds during the game.
- ▼ All you get is the click of the club against the ball when you play a shot.

GAMEPLAY **82%**

- ▲ Golf is easy to get into, and many will find it instantly playable.
- ▼ Playing it can be a slow process, due to the delay after every shot.

CHALLENGE **80%**

- ▲ With up to four players competing, fun is virtually guaranteed.
- ▼ There are only four courses to play, which reduces its life span.

79%

A fun little golf game that isn't quite on a par with rivals such as *Leaderboard* and *PGA Tour*.

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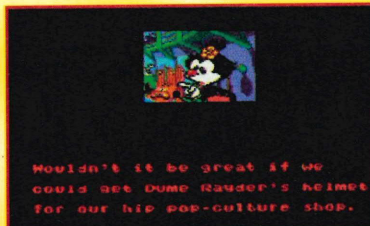
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MEGA DRIVE



Hilarious dialogue between the characters precedes every level. Dume Rayder is the villain in Space Wars!

After starring in their own Spielberg-produced TV series – as featured in ITV's Saturday morning show 'What's Up Doc?' – the Animaniacs are about to cause havoc on the Mega Drive. Created in the '40s by a wacko cartoonist, these three crazy characters were locked up by the head of the Warner Bros studio. 50 years later on, they've escaped and are running amok on the studio lot.

In the game, they've decided to open their own 'hip pop-culture' shop. The only trouble is, they need some celebrity items to bring the punters flooding in. What they really want are the hats of four movie stars, but instead of bidding for these at Sothebys, they decide to sneak into the movie studios to steal them. Prepare for thrills and laughs a-plenty as you control all three characters, using their unique special abilities to get through four prop-packed movie sets packed with rolling boulders, laser-firing starfighters, and 'toon-eating zombies!



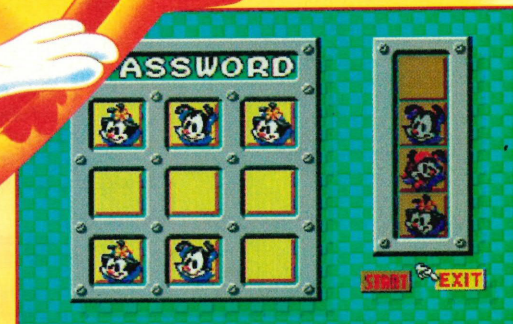
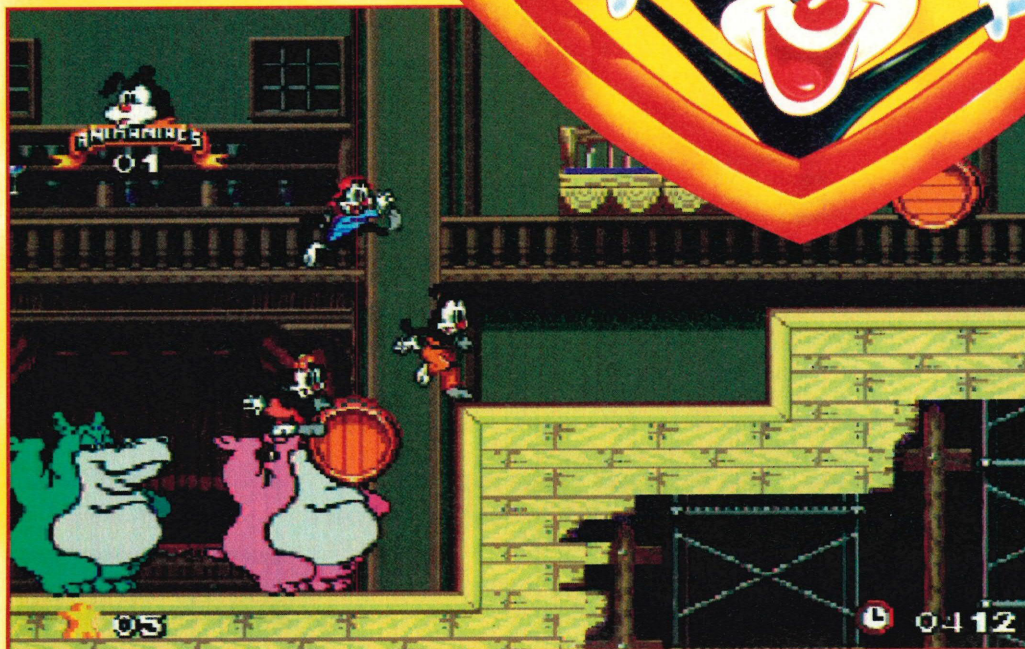
I have a confession to make: I have never seen the Animaniacs cartoon series. This may have something to do with the fact that I never get up before noon on Saturdays! But I have it on good authority that the cartoon is hilarious stuff, so I was looking forward for an equally rib-tickling game.

Things start off well with an amusing text conversation between the

three characters as they introduce the game and, before each multi-stage level, discuss the movie they're about to enter. The four films are all spoofs of classic Hollywood pics: The Adventures Of Dirk Rugged VII (Indiana Jones), Space Wars (Star Wars), Swing 'Em Low, Hang 'Em High (any western) and Bloodmask: Part 32 (horror movies).

Somewhat surprisingly, you can play these in any order. This removes a lot of the frustration of repeating the same sections all the time.

A password is also given on completing a whole level, but this takes some doing. You see, the scrolling platform areas are packed with puzzles to solve – some of them pretty fiendish. You have to constantly switch between the characters to use their special skills. Yakko is the most useful: as well as flicking his ping-pong bat-and-ball, he can push and pull crates and blocks. This is useful for covering hazards and creating stairways to



A password (in the form of a 3x3 character grid) is given when you complete each of the four movies.

Roll out the barrels... Dodge them in the Wild West saloon by jumping on hippos!



Dot jumps onto a swinging platform, while her friends run in midair to try and keep up!



The trio run into Dracula on the set of the horror movie. A kiss from Dot should stun the bloodsucker.

higher platforms. His destructive brother Wakko uses a massive mallet to make blocks crumble into dust or knock objects down. Finally, Dot blows a kiss to temporarily stun enemies and enchant other creatures into helping out.

The concept of switching between characters is very reminiscent of *The Lost Vikings*, except here the heroes always stick together, the other two automatically following the character under control. Also, there's an equal amount of skilful platform jumping and puzzle solving, so the action's less thoughtful and more frantic. It's often very amusing, and I was laughing out loud at some of the Animaniacs' wacky antics. These include jumping onto swinging platforms, with the other two heroes desperately running through midair to try and keep up; riding a mechanical two-legged Walker through the jungle; the two male heroes being drawn magnetically to a foxy lady; and leaping onto a pair of dancing hippos in the middle of a Wild West saloon – bizarre!

It's all good fun to play, but occasionally you get to a point where you haven't a clue which character to use or what to do. This can get very frustrating as you rapidly lose all your lives and have to restart the level from scratch – even by using a continue. If only there were more restart points or mid-level pass-

Giddy up! In the Wild West, runaway horses can be used as platforms. Watch they don't trample you, though.

PROTip

IF YOU MAKE A MESS OF MOVING CRATES AROUND, GETTING THEM STUCK, RUN BACK TO SCROLL THEM OFF SCREEN. THEY RESET TO THEIR ORIGINAL POSITIONS SO YOU CAN TRY AGAIN FROM SCRATCH.

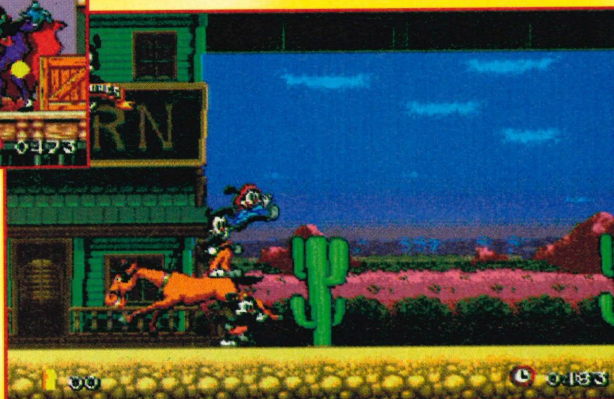
words, it would have been a lot less irritating. Conversely, I suppose this increases the challenge and, as previously mentioned, you can choose which level to play next – so if you get stuck on one, you can try another.

At the end of the day *Animaniacs* didn't quite live up to my early expectations, but its blend of zany humour and brain-teasing puzzles certainly gives it an edge over most samey platform games. If you fancy something a tad different, this certainly fits the bill.

Phil "Cartoon Crazy" King **SP**



Wakko can hit things with his hammer. Here he smashes a statue so the trio can get past. Watch out for the falling chandelier.



(Below) Many of the puzzles involve carefully moving crates around to use as platforms to jump up from.



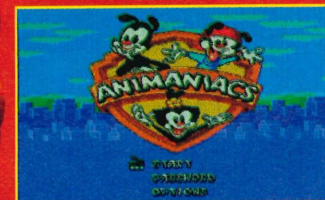
The studio select screen. You can play the four large levels in any order, so things never get that repetitive.



Wakko hits the switches to change the points on this rickety railway.



KONAMI
£44.99
OUT: DEC



CART SIZE:8Mbit
PLAYERS:1
STAGES:4 (multi-stage)
SKILL LEVELS:3
FEATURES:passwords
CONTACT:.....Konami
(0895) 853000

PROview

MARK P ■■■■

Very playable and as crazily funny as the cartoon. Fans will love it.

CHRIS ■■■■

It doesn't really rate as a must-buy, but it's entertaining for a while.

MARK H ■■■■

The character are so funny, and the movie sets are packed with jokes.

PROscore

GRAPHICS 85%

▲ The cartoon characters' antics are well animated and often very funny.

▲ Colourful parallax-scrolling backdrops and lots of varied scenery for the movies.

SOUND 83%

▲ A selection of neat cartoon-style tunes that suit the scenario very well.

▼ Perhaps there could have been some more cartoon FX or speech.

GAMEPLAY 86%

▲ Immediately enjoyable, thanks to the unique Animaniacs humour.

▲ A successful mixture of platform action and tricky puzzle solving.

CHALLENGE 78%

▲ It's good that you can attempt the four lengthy levels in any order.

▼ More frequent passwords would have made it a lot less frustrating.

80%

A very entertaining puzzle platformer with a lot of zany humour to keep you amused. A good laugh for fans of the cartoon.

The Misadventures of Flink



Okay Flink, show the world what you can do! "Well, as you can see from this picture, I can jump!"



"I can skip!"



"Oh, and I'm a bit of a dab hand at running, as well!"

"I'm a bit of an action man when I put my mind to it, you know..."

MAGIC MAP

Ladies and gentlemen, you're going to like this. Not a lot, but here's a map of just part of one of the scrolling levels.



Imagica Island used to be home to happy people; people who would probably buy you a pint down the pub if they had just won £200 (unlike our own stingy Phil King). But their happy little lives were destroyed the day when the wicked, evil and downright naughty wizard Wainright kidnapped the four rulers of the island and took control. To make matters worse, the ex-rulers' spirits were placed into four crystals and scattered throughout the land and an evil, dark cloud set upon the sky, making the inhabitants even more unhappy than before. See, if only Phil had brought us all a pint each down the pub, this would have never happened! Oh well, maybe Flink can sort things out for Imagica yet...

Take a look at Flink for a moment. For a hero, he's a bit weedy, isn't he? I mean, if I was going to save the land from some power-mad wizard, I'd jolly well make sure that I did a bit of body-building beforehand! Well, you would, wouldn't you? Oh well, maybe a bit of logic is what's needed anyway, seeing as many of the game's problems are puzzle-based.

He may not have much meat on him, but our Flink is one hell of a nimble chap. He can defeat any enemies that he comes across in two ways. The first method is to jump up and land on their heads; the second by picking up a suitably heavy object (such as a chest) and chucking it at them.

As well as all this, the boy Flink can also grab hold of any vines or

ropes that he comes across and create a magic spell with specific ingredients. Hmmm, maybe he's not such a wimp after all. Collecting the ingredients for spells and then mixing them (Wiz 'n' Liz style) is half the fun of the game. By using information from scrolls, you will gradually learn in what order you must mix the ingredients to produce a successful spell – get it wrong and things might blow up in your face!

The environment that Flink travels around is huge, with each level split into up to three stages. In fact, this game is arguably as big as that other Psynosis classic, Puggsy; if not bigger! As you can well imagine this doesn't make it any easier to play – this is quite a tough game. The puzzles alone can be quite tricky to master, but take into account the generally challenging platform action and you

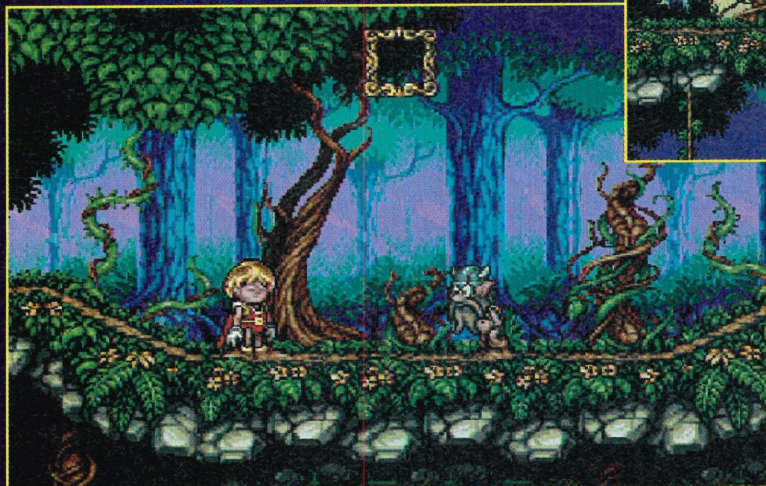
PROTip

THINK LOGICALLY ABOUT HOW TO SOLVE EVERY PUZZLE – THE CLUES ARE THERE. OCCASIONALLY, YOU WILL HAVE TO RETURN TO A LEVEL LATER ON IN THE GAME IN ORDER TO SOLVE A PROBLEM THERE.



"When I'm older, I'm going to be a soldier!"

"No, I think I'll be a bodyguard for the king, actually!"



"YES, Dwarf jokes are boring!"

have one tough cookie to nibble.

You can always re-enter old levels that you have previously completed if you wish, via the big map screen. A handy little option, if there ever was one. In fact, just about everything about this game is good – even the music is only slightly irritating, compared to very irritating for most games. Graphically, it's a bit of a looker as well, with beautifully detailed backdrops and very well-animated sprites.

I'm not sure what it is, but there's just something about this game that reminds me of Ozric Tentacles

(weirdo hippy band). What is it, I wonder? Maybe it's the funny faces that are carved onto a lot of the trees, or it could be the curvy and twisty nature of the graphics. Whatever it is, full marks to Psygnosis for coming up with a truly unique game. The puzzles will keep you playing away at this for months yet, and with such a high difficulty level anyway, this is definitely a game suited to the older gamesplayer – even if it is another darned platformer!

Mark "Misadventures? Tell me about it!" Pilkington

SP



- SPIRIT BOMB -

TO CREATE THE SPIRIT BOMB SPELL YOU WILL NEED A FEATHER, A LEAF AND A GOLD RING. YOU HAVE TO SELECT THE FEATHER FIRST.

"If only it was as simple as it looked..."



"Woah! Can't I jump high?"



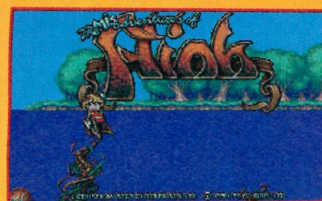
This cute little chap loves to jump into the air with joy. Whee! Isn't this colorful world a wonderful place?



Now them's what I calls tomatoes. It's all in the fertiliser, you know.



PSYGNOSIS
£44.99
OUT: NOV



CART SIZE:8Mbit
PLAYERS:1
STAGES:53
SKILL LEVELS:3
FEATURES:continues
CONTACT:.....Psygnosis
(051) 7095755

PROVIEW

PHIL ■■■■□

Not quite the sickeningly cute platformer it first appears, this is good stuff.

CHRIS ■■■■□

Combining platform action and puzzle solving, *Flink* is surprisingly playable.

MARK H ■■■■□

A big challenge with enough playability to keep you coming back for more.

PROSCORE

GRAPHICS 92%

▲ Everything is beautifully drawn and animated – very psychedelic

▲ Nice colours and visual jokes: the Lemmings even make an appearance!

SOUND 52%

▲ If you like cute ditties, then you can't fail to be impressed by these.

▼ To everyone else in the world, after about two seconds they annoy.

GAMEPLAY 91%

▲ Very addictive. The urge to see what the next level holds is very strong.

▼ Can be annoying at times, especially when faced with a tricky problem.

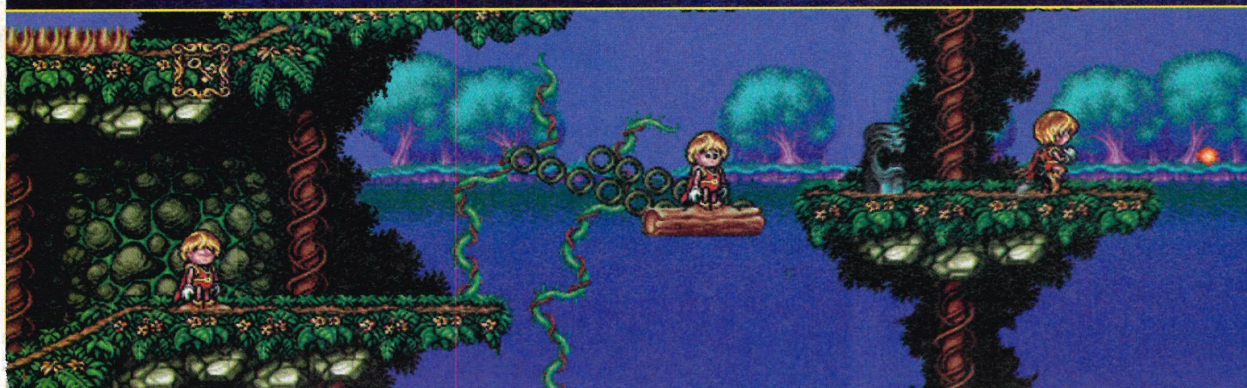
CHALLENGE 88%

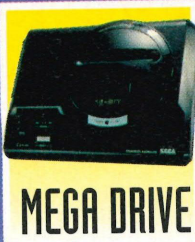
▲ A very tough game to master. This will keep you at it for ages!

▼ There comes a point when a game is just too tough and frustrating.

89%

Another very playable game from Psygnosis. It's cute, it's colourful and the puzzles will bend your brain.





LETHAL ENFORCERS

gunfighters

The Wild West. They don't call it that for nothin', ya know. Just the other week, my best mate, Peter the Sharpshooter (that wasn't his real name, of course, but everybody has nicknames out here – mine's Mark the Cowboy, in case you were wondering) had all of his fingers cut off. Why was this cruel punishment dealt out, you ask? Well, the local sheriff found out that he was playing far too much of *Lethal Enforcers II: Gunfighters* for his own good, instead of being out on the ranch and acting like a real man. Well, herding cows, anyway.

In the arcades, *Gunfighters* was quite a penny-puller. It was a light-gun driven, *Op Wolf*-style shoot-'em-up in which you played a new deputy in town. Your mission? To clean up the Wild West and make it safe for ordinary and everyday folk to go about their normal, and everyday life. Well, that's what the politically correct plot goes like – in reality, its just an excuse to shoot people...

have to tell you, the whole office got quite excited when this game came in for review. At last, we could all play out our childhood fantasies of Cowboys and Indians! So, light guns and joypads in hand, everyone huddled around the monitor for a quick blasting sesh. Well it would have, apart from the fact that Pat (our mean and nasty publisher) broke up the proceedings by reminding us all that we were all on deadline. Darn.

There are two ways in which you can shoot the villains in *Gunfighters*. The first is by that trusty old method: the joypad. By using the D-pad and alternating between firing and reloading, you can lay waste to as many outlaws as you wish. But the better alternative is to use the real man's controller: the Justifier light gun! With this fine example of modern technology (available separately for £17.99), you too can play the part of that creepy cowboy in *City Slickers*. Or maybe you fancy being Buffalo Bill. Or the Sundance Kid. Or Rambo. Or Pee-Wee Herman. In fact, you can pretend to be anybody you wish with this game.

PROtip

THE JOYPAD HAS A DISTINCT ADVANTAGE OVER THE LIGHT GUN, AS YOU WON'T HAVE TO KEEP ON RE-LOADING WHEN YOU RELOAD – JUST PRESSING BUTTON C INSTEAD OF FIRING AWAY FROM THE SCREEN.

Your imagination can run wild. Pow! Take that, sucker...

Making things even easier for your imagination is the fact that all of the sprites in the game are digitised from real people. Ditto for the backgrounds. To give our trusty machine credit where it's due, the Mega Drive has been able to handle this quite well, give or take a few

colour glitches here and there. A good example of this are the green horses on level two. Admittedly, the frames of animation on most of the cowboys are a shallow impression of their arcade counterparts, but they still look good.

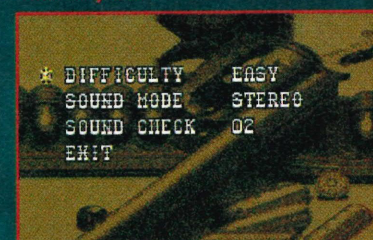
The in-game music and sound effects are really neat too. A brilliantly sampled "You ainna gonna git me, sheriff!" (among others) screams out from one of the baddies once in a while, as does a Clint Eastwood-type ditty. Brilliantly atmospheric stuff. And the voice that cries out to announce the bonus game has to be one of the clearest I've heard yet.

Oh sorry, I haven't mentioned the bonus game yet, have I? Right, time to make amends. As anyone reading this will surely remember, the bonus round in the first *Lethal Enforcers* took the form of a police shooting range. You scored points for how many targets

The stagecoach level is one of the best in the game. Chris thinks it's a shame the horses can't be killed – evil or what?



Go on, kill 'im! Shoot the outlaws; it's what they deserve.



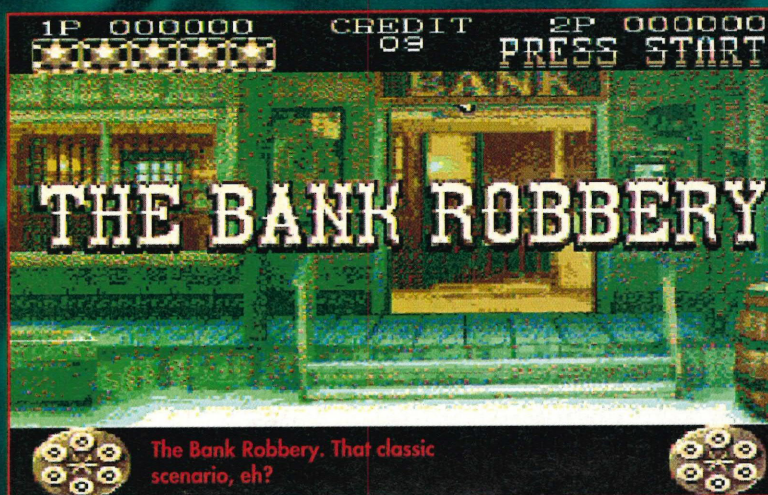
It's the high-score table. Are you good enough to etch your name into Wild West history?

you could hit within the time limit. The same principle has been used here, the difference being that you now get to take all of your frustrations out on a drinks cabinet. Sadly, you are only given the option of shooting the bottles and not drinking them, but what the hey? Its all good fun!

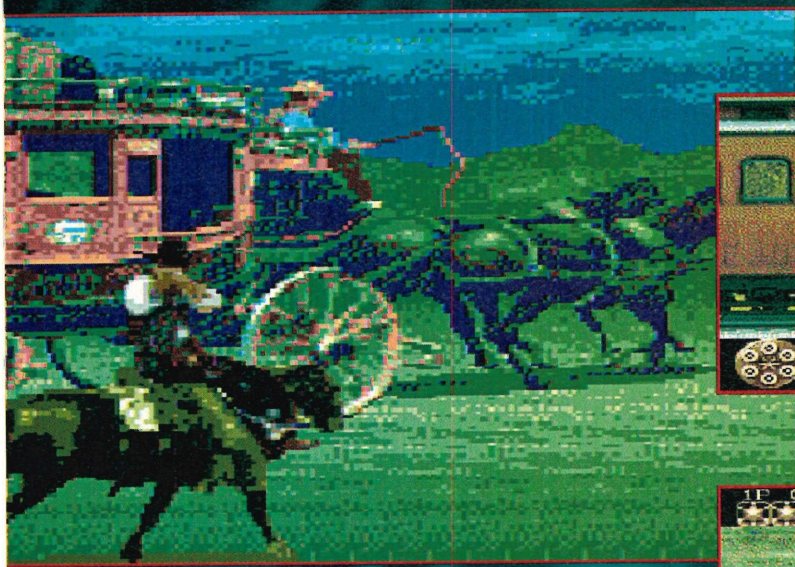
Playability-wise, you can't really go wrong with a blasting game like this one, and it's arguably as playable as its arcade counterpart. For real competitiveness, have a go at the two-player mode with a mate, and compare accuracy scores at the end of each round.

To sum things up then, I liked this game. With a light gun it's brilliant; without one it's still an above-average blast. At worst, taking pot-shots at all of the innocent victims is a bit of a laugh.

Mark "Bullet In The Head" Pilkington SP



The Bank Robbery. That classic scenario, eh?



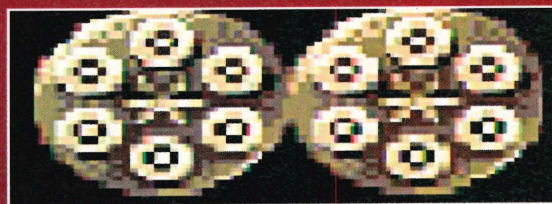
FISTFUL OF STEEL

There are several different types of guns that you can pick up in the game. These include...



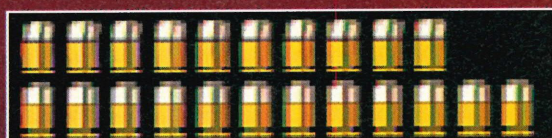
SHOTGUN

The favoured weapon of yer average sheriff, this little beauty can sure pack a punch!



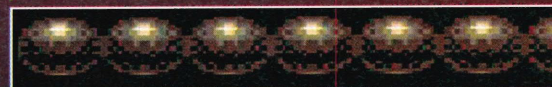
DOUBLE-BARREL

Twice the fire-power! The double-barrel power-up makes hitting your targets even easier than before.



CANNON

Now we're talking fire-power! This weapon is the most powerful you can get. The only disadvantage is that you can't reload.

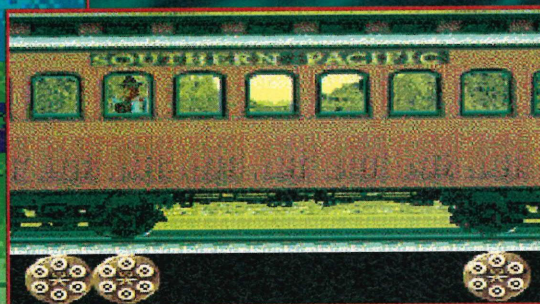


GATLING GUN

With this weapon, you can fire a stream of bullets, enabling you to quickly deal with several opponents.



You'll need some sharp shooting to become one of The Best In The West.



"Bang, Boom, Ka-Pow, take that, punk!" "Ha, Ha, Ha! You'll never take me alive sheriff!"



All aboard! All aboard! The last train for the Wild West is leaving now, so make sure you've got your seat booked.



Even in the Wild West, there are still queues in banks with loads of eager people waiting to pay their Council Tax!



In the bank robbery, the villains pop up from all over the place. You'll have to be quick on the draw.



Appearing at the end of the first level, this bloke fires three cannons at you. Hit the balls before they hit you.



KONAMI
£44.99
OUT: NOV



CART SIZE:.....16Mbit
PLAYERS:2
STAGES:6
SKILL LEVELS:4
FEATURES:light guns
CONTACT:.....Konami
(0895) 853000

PROVIEW

PHIL ■■■■

I enjoyed this more than the first game. The Wild West theme is more fun.

CHRIS ■■■■

A good conversion that really comes into its own with two players.

MARK H ■■■■

Great fun with a light gun, it's still very playable with a joystick.

PROSCORE

GRAPHICS 82%

- ▲ Considering almost everything's digitised, things look remarkably good!
- ▼ Frames of animation on the sprites are slightly lacking, as are the colours.

SOUND 87%

- ▲ Western ditties and corny sampled speech really build up the atmosphere.
- ▼ The gun noises can grate after a few rounds or so.

GAMEPLAY 91%

- ▲ Anybody can get straight into this game - just start blasting!
- ▼ All this mindless violence can get slightly repetitive after a long while.

CHALLENGE 81%

- ▲ Two-player mode is great and there are four skill levels to choose from.
- ▼ By learning the enemy patterns, you can zip through the first three levels.

85%

The office fave at the moment, *Gunfighters* would certainly make a nice present for the psychopathic maniac in your family.



MEGA DRIVE

Have you been driven mad month after month by your SNES-owning mates, who boasted that theirs was the only console that you could play *Probotector* on? Well, you can now stick two fingers up at them because the Mega Drive version is here. Hurrah!

But, hey, before we get carried away with enthusiasm, is it any good? Well, the Mega Drive may not be able to emulate the pazazz of the SNES's Mode 7 graphics scaling, but who needs it when there's such a thing as good programming around?

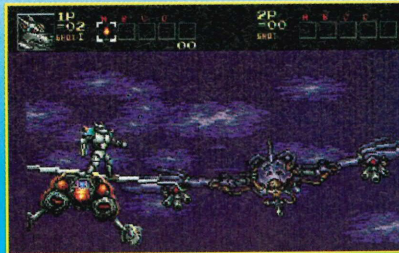
The 3-D sections may have vanished, but the story's the same. It's the year 2641 and a war with an alien race has left Earth devastated. The humans have started to rebuild one of the least-damaged cities, but it's a constant battle against the traitors who are trying to overthrow the government and bring the aliens back. Time to put them up against the wall and start shooting...



Hmmm, who do I want to be? This wolf-guy looks a bit mean, doesn't he? Yeah, I think I'll be him...

IN YOUR FACE!

The game doesn't just limit itself to the usual side-on perspective. Oh no, just take a look at these screenshots for prime examples of this...



Always, always beware of huge robot monsters with only one eye. They can be very bad for your health.



The first thing that strikes you about *Probotector* is how very Japanese it all is. Right at the start of the game, Giant Spider-Robots and small Mech-Warriors are laying waste to a city when suddenly a battle-truck rams into them and out you jump – acting like the Manga equivalent of Starsky and Hutch. It's down to you to save the city, and maybe the whole planet. Who knows, you might even get a snog at the end of it all...

Tacky plot aside, what we have here (to use its technical term) is a side-scrolling platform shoot-'em-up. One or two players can take part in the robot blasting, and you have a choice of four different characters to choose from. There's an options screen to fiddle around with and a range of different weapons that you can collect via power-ups in the game. Oh, and you have four continues to use up as well.

Once you've chosen your charac-

ter (out of a male and female warrior, a robot and, my personal favourite, a wolf-man) it's time for the blatin'. Level one pitches you straight into the action, with enemy after enemy running onto the screen, only to be blown away by your gun. Pretty basic stuff so far, is it not? Well, just wait until you meet one of the guardians.

This game has guardians coming out of its ears. The first level alone has three of them. Most of them take up at least half of the screen, whilst some of the bigger ones are over a screen tall! Take into account that many of them have two or more stages of attack, and you're looking at a pretty big challenge.

An interesting feature is that you're given a choice of routes to take after certain levels. The first choice comes after the first level: do you pursue your attacker or stay behind and protect the base? Decisions, decisions, eh? To be honest with you, there are only a handful of chances to make a choice like this, but at least it's something a bit different to most linear games.

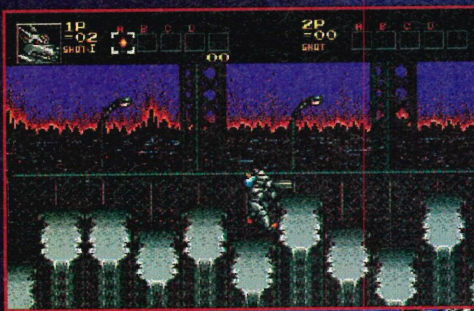
As well as the basic side-scrolling gameplay, there are several clever ideas thrown into each stage. For instance, the background in the second level shows bikes roaring down the hillside at you; the next thing you

There's a huge psychotic robot in town, and he happens to be after our blood! I suggest we run for it...

PROTIP

THOSE GUARDIANS MAY LOOK INVINCIBLE, BUT THEY ALL HAVE WEAK POINTS SOMEWHERE ON THEIR BODIES. YOU CAN USUALLY FIND THESE ON THEIR HEADS, SO GO FOR THE BONCE AND SEE WHAT HAPPENS!





Yipes! Halfway through the first level, the ground suddenly rises up. Don't worry - it can't harm you.



Hey, I'm so hard that I can stand in the middle of a city on fire and STILL look sexy.



Cor blimey guv'nor, this robot looks a bit hard. I don't think I'll be messin' with his pint!

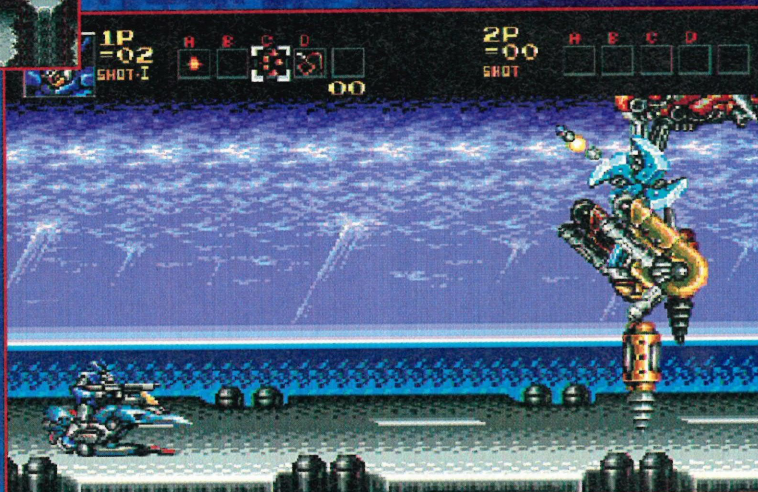
know they're jumping onto the foreground and attacking you! Another good example of this is when you find yourself running down the road in a 3-D section as you try and escape a giant robot. The game is full of ideas like this, but it would be a shame to spoil them for you here, so I'll keep my mouth shut at that.

What I won't keep my mouth shut about is the fact that the gameplay is tougher than a gob-stopper. Just getting past the first level with all your lives intact is a feat in itself. This means one of two things (depending on who you are): you'll either get bored of this game very quickly, because you can't progress any further; or it'll keep you awake for days on end whilst you hammer away at it. Most people will give up on it after a few days, which is a bad selling point, so maybe next time you'll include a choice of difficulty levels, Konami?

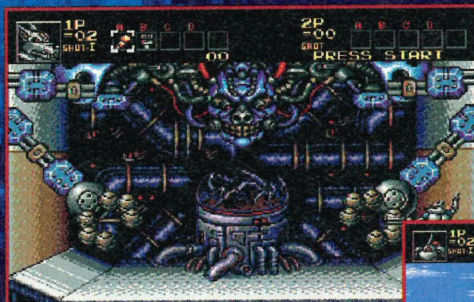
We've all seen games like this at one time or other in our lives. Basically all you have to do is wander from left to right shooting everything that you see and, um, well that's it really. Dull or what? But is this game as boring as it sounds? Uh, yes it is actually! The sad truth is that there isn't really much to write home about. The big guardians and variations in gameplay just about save this title from the SEGA PRO dustbin. It's good, but don't expect anything mind-shattering. Or even earth-shattering for that matter.

Mark "Big Gun" Pilkington SP

HEEEELPPPI! I'm pinned down by enemy fire, and I've got terrible cramp in my left leg.

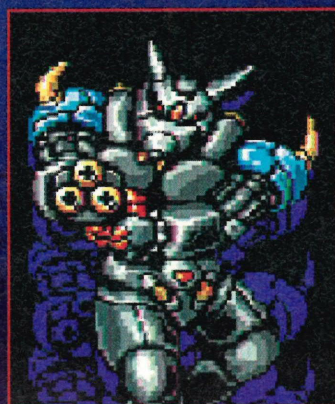
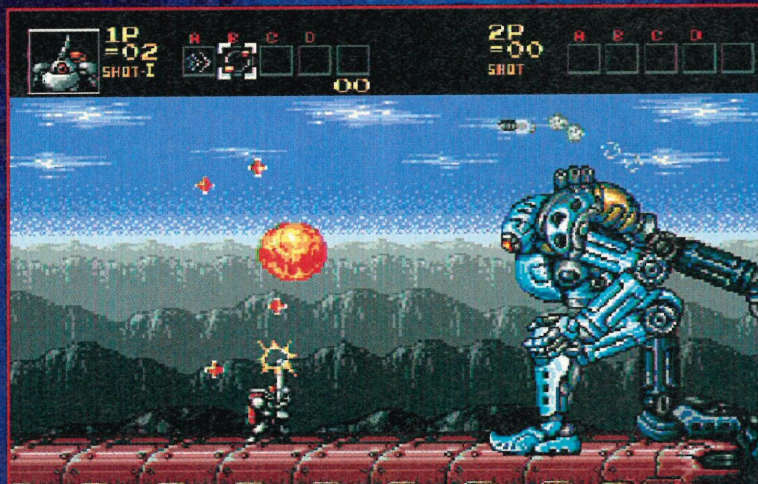


Robots can be quite friendly, you know. I mean, this one here is asking me what the time is.



Hello! What's your name? Percy? My, that's a nice name! My name's Mark... Friendly, see?

This drill-robot can be a right pain in the head! Ho, ho, ho.



This robot has obviously had a bad experience with trains before. Why can't he complain to BR like everyone else?!



GRRRRRR! My name's Ben the Dog! I don't suppose you've got a spare chewbar going?



KONAMI
£44.99
OUT: NOW



CART SIZE:.....16Mbit
PLAYERS:2
STAGES:12
SKILL LEVELS:1
FEATURES:.....4 continues
CONTACT:.....Konami
(0895) 853000

PROview

MARK H■■■■■

This game's as hard as they come, but can you stand the frustration?

PHIL ■■■■■

The guardians are surely the best on the MD, but it's just way too hard.

CHRIS ■■■■■

The gameplay never lives up to the top-notch technical wizardry.

PROscore

GRAPHICS 91%

▲ The screen may be chock-a-block with enemies, but it never slows down.

▲ The huge guardian robots are a breath of fresh air.

SOUND 53%

▲ Tries to sound like a cross between The Prodigy and Motley Crue...

▼ ...which it sadly fails to do. Bit of a shame, really!

GAMEPLAY 74%

▲ The blasting action will appeal to anyone without a brain (well, I liked it!).

▼ Repetitive, repetitive, repetitive, repetitive, repetitive...

CHALLENGE 63%

▲ Anyone who can complete this game without cheating is lying!

▼ Too hard to be enjoyable. You'll be tearing your hair out with frustration.

74%

A bland game that is only saved because it looks good, has big guardians and the game style varies slightly from time to time.



GAME GEAR



On the Green Hill track Sonic slides his car around the first bend with ease.



You can win easily with any character – it makes no difference. I raced as Amy here.

SONIC DRIIFT

You've seen him in many a platformer, you've seen him spinning around a pin-ball table, and now he's hitting the race track with three mates for a spin in the dragsters! Sonic, Tails, Amy and Eggman are on the grid for a high-speed dash around six different courses reminiscent to the levels in the original *Sonic The Hedgehog*.

Specially imported from Japan, *Sonic Drift* is a title that aims to appeal to any fan of Sonic. On the track he can bounce on springs, collect rings and become invincible – just like in his platform adventures. Time to drift into gear, get ready to run over a few turbos and go for a super-spin – Sonic's mates won't class this as a friendly meeting!

The blue icon you can see here will give you invincibility and a funky tune.

The opening screens give you the option of two skill settings, a choice of four characters (Sonic, Tails, Amy or Eggman), three sets of six tracks to race on (red, yellow or green), and a time-trial before you go into the race.

When the lights turn green with a very neat ping, ping, ping from the Game Gear speakers, a sense of anticlimax hits you almost immediately. The cornering is nothing short of dreadful: you could steer an IndyCar with flat tyres a lot better. The tracks are as samey as peas in a pod – only

the backdrops distinguish the Green Hill track from the Starlight track or the Marble track from the Scrap Brain track.

I found an egg-and-spoon race at playschool more appealing than this. The track icons put about 0.1% more interest into the game: turbos make the racing even easier than it already is, invincibility is never needed, and springs help you jump over your rivals – but you'd have to be a complete wussy to fall behind anyhow!

Pretty graphics and modest sounds don't compensate. When you have a racer that's finished so easily on all 18 tracks (three for each setting), a worthless time-trial option and cornering that's poor but easily sussed out once you've mastered the brake-tapping technique (see ProTip), there's nothing left to justify buying this. Sorry to let Sonic fans down here, but for 40 quid only a complete idiot would purchase a copy. What a drag.

Mark "Akiko" Hill **SP**

ProTip

IF EVER YOU HAVE THE MISFORTUNE TO GET THIS, DISCOVER FOR YOURSELF HOW EASY IT IS. SIMPLY TAP THE BRAKE BUTTON AS YOU SPEED AROUND CORNERS AND YOU'LL ALWAYS STAY ON THE TRACK.



And they're on the grid, waiting for the lights. Finish first and you're on pole position for the next race.

Choose to race as Sonic, Amy, Eggman or Tails on the driver-select screen shown here.



SEGA
£39.99
OUT: NOW



CART SIZE:4Mbit
PLAYERS:2
STAGES:6
SKILL LEVELS:2
FEATURES:cable-link
CONTACT:Video Games Centre
(0202) 527314

PROview

MARK P ■■■■

It all looks very nice... until you start playing it. Dull as dishwater.

PHIL ■■■■

Far too simplistic. If you want a racer, get *Super Monaco* instead.

CHRIS ■■■■

The worst Sonic game ever made. Even die-hard fans should steer clear.

PROscore

GRAPHICS 71%

▲ Pretty Sonic graphics for the characters and backdrops.

▼ Very little in the way of trackside features – circuits are very similar.

SOUND 82%

▲ Some good sounds for the GG. Not the usual tinny drones.

▲ Nice to hear the tunes during a race taken from the original *Sonic*.

GAMEPLAY 35%

▼ Very dull racing with only four characters and similar tracks.

▼ Terrible cornering that's easily handled with the foolproof braking.

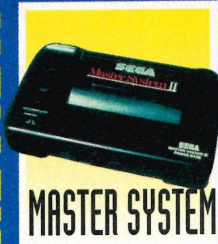
CHALLENGE 21%

▼ The easiest racing title on the GG – if not the easiest GG title ever!

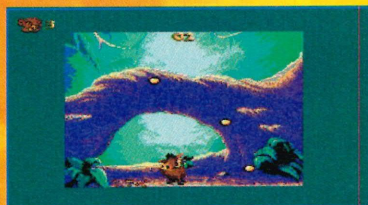
▼ Two-player games require two *Sonic Drifts*. What a waste of money!

30%

A terrible racing title that gives *Sonic* a bad name. Avoid it like the plague or risk being laughed at by your mates.



The Lion King brings to life the majesty and mystery of Africa through the tale of Simba, a lion cub faced with the challenging transition to maturity. Virgin have already produced two Disney film titles on console: *The Jungle Book* and *Aladdin*. Few will argue that the animation and detail was a credit to the Disney image, helping to capture the wit and emotion of the films. Now *The Lion King* roars onto the humble MS with eight levels that tell a story of a lion cub growing up. It's a heart-warming tale set in the wild, where untold dangers lurk in the undergrowth. Guide Simba through the great circle of life and enjoy the trip – it's sure to be pretty.



In this bonus game, you play the wart hog and must catch the falling bugs before they hit the ground.



From the last line of my introduction you may think this is an educational nature program. Well, in some respects it is. All the sprites you meet are animals and each of the levels comes complete with everything natural beauty can throw at you. The dangers Simba faces in each platform level include one of his most dangerous natural enemies, the Hyena. The end of level one sees Simba scrapping with one of these snarling beasts. Not to make things too simple though, Simba can only attack when the Hyena has a rest and starts panting. The sheer personality of both Simba and the Hyena took me by surprise considering this is an MS.

There's no harm in producing a platformer when it oozes such quality. The cute cub swings on elephant tails and tree stubs so convincingly. In the trees the monkeys will throw him in circles until Simba's roar has got them all facing the correct way. And the routes themselves are never flat

These cheeky monkeys throw Simba around. Roar at them to get them facing the right way. as the likes of tricky cavern tunnels, waterfalls and giraffes (throwing their heads back) hinder Simba's path.

Protip

AT THE END OF THE FIRST LEVEL WHERE SIMBA MEETS THE HYENA, YOU CAN ONLY ATTACK WHEN THE HYENA STARTS PANTING. SO AVOID HIM AT ALL OTHER TIMES. THREE ATTACKS WILL DEFEAT HIM.

are something of a rarity these days so don't overlook this collector's item.

Mark "Lion Tamer" Hill SP



This hyena appears at the end of the first level. You can only hurt him when he stops and starts panting.

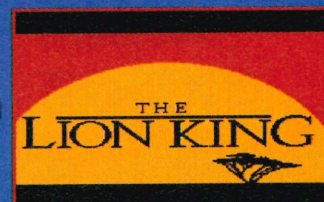
THE LION KING



Simba is an agile character who can use his claws to swing from platforms.



VIRGIN
£29.99
OUT: NOW



CART SIZE:4Mbit
PLAYERS:1
STAGES:8
SKILL LEVELS:3
FEATURES:continues
CONTACT:Virgin
(081) 9602255

PROview

PHIL ■■■■■

A top-notch conversion that retains the playability of the MD game.

MARK P ■■■■■

The story from the film comes over very well. The graphics are superb.

CHRIS ■■■■■

This polished platformer deserves to be a roaring success.

PROscore

GRAPHICS 92%

▲ The amount of detail in the backgrounds and sprites is surprising.

▲ The characterful graphics really capture the spirit of the film.

SOUND 87%

▲ The music's taken straight from the film. A very good adaptation on MS.

▼ Sound FX such as the lion's roar are poor. Difficult to do on the 8-bit.

GAMEPLAY 86%

▲ A lot of involved gameplay as you guide Simba through the tricky levels.

▼ Control responses are a slight problem. It requires a little practice.

CHALLENGE 84%

▲ Three skill levels, bonus games and many natural enemies to defeat.

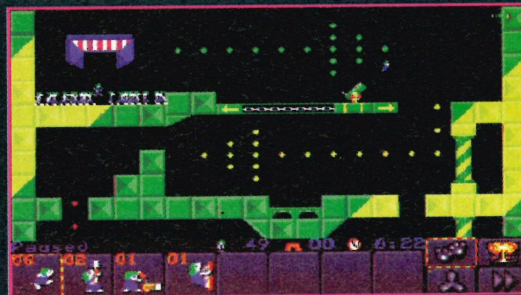
▼ Fairly easy once you've mastered the controls. Suited to younger players.

87%

A lively adventure that excellently portrays Simba's 'coming of age'. Great graphics, superb sound and some really wild action!



The idea that real lemmings commit mass suicide by diving off Scandinavian cliffs is a myth, perpetuated by a Disney nature film where the poor animals were allegedly driven over the edge by the film crew to get the famous 'suicide' shot! Nevertheless, Psygnosis have turned the idea into a money-spinning



Swimmer



Surfer



Thrower



Twister

Roll up, roll up for the Lemmings circus. Watch them bounce on trampolines and crawl into cannons to fire them over the gaps!

Lemmings

THE TRIBES

game. With its unique puzzle gameplay, the original *Lemmings* was a huge hit on computers, before being transferred to the consoles.

Now the loveable Lemmings are back – and this time they're smarter, having developed a huge range of new skills. They'll need them all to escape their island home which is about to be destroyed by a huge volcanic eruption. There are 12 different Lemmings tribes which each have to be helped through themed levels, ranging from medieval to outer space. Can you save them all?

Remember the first *Lemmings* game with its mind-bendingly puzzling levels? Well, *Lemmings 2* is a huge advance on the classic puzzler. For a start, there are now 12 different tribes, ranging from the original Classic one to Beach, Sport, Medieval and even Space Lemmings! Each of these comprises 50 members to safely guide to the exit in ten themed levels. Unlike the first game, there's no percentage quota of Lemmings to save. Indeed you can even get away with rescuing just one. The trouble is, this is all you'll get for the next level, so it's a good idea to save as many as possible.

If you save all 50, you're awarded the Gold Standard. If you don't think you've rescued enough, you can replay the level as many times as you like.

Best of all, if you get stuck on any level – and believe me, you will! – you can try one of the other tribes and come back to it later. So there's none of the hair-tearing frustration of the original game where you could be stuck on one level for days, weeks, even months! With 120 levels in all, obviously the password facility to store your position in all 12 tribes is essential.

Another great option is the chance to practise any of the 49 skills before trying to use them for real. These include pole vaulters,

PROTip

NEED TO USE TWO DIFFERENT SKILLS QUICKLY IN SUCCESSION? TO SAVE TIME, ACTIVATE THE FIRST, THEN PAUSE THE GAME. NOW CLICK ON THE SECOND SKILL, THEN ON THE LEMMING TO UNPAUSE.

SUICIDAL SKILLS
There are no less than 49 different skills to use. Simply click on the icon, then on the Lemming you want to give the skill to...



Archer



Attractor



Ballooner



Basher



Bazooker



Bomber



Builder



Climber



Club basher



Digger



Diver



Super Lem!



Stomper



Stacker



Spearer



Slider



Skater



Shimmier



Scooper



Sand Pourer



One of the 12 tribes takes you back to Classic original-style levels.

In one of the cave levels, the dinosaurs flick the Lemmings into the air with their tails.



Lemmings 2

divers, kayakers, skiers, fencers, archers and superlemmings, as well as the usual bashers, diggers and climbers. Before each level, you're given a list of which skills are available, and they're always limited in number so you have to use them sparingly.

Completing the whole game certainly presents one of the biggest challenges around. I thought I had an advantage as I've played the Amiga version before, but I was soon stumped by just the third Beach level. The sheer variety of skills makes it even harder to work out the puzzles

ers and liquidisers. Often you need to send one man ahead to forge a safe path – you can now block the others by using a one-man-band Lemming, making them all bop away!

As expected, some of the levels are really mind-bending in their complexity and will take lots of lateral thinking to solve: you have to be fiendishly cunning. Despite the trickiness, it's a whole lot of fun to play, mainly thanks to the humour in the game. Even if you muck up a level, it's very satisfying to nuke those little Lemmings, making them explode all around the screen. If you liked the original game, you'll love this sequel.

Phil "Oh No!" King **SP**

If you muck up a level, it's great fun to nuke all the Lemmings!

Use the map to play the 12 tribes in any order.



Exploder



Fencer



Filler



Flame Thrower



Floater



Glue Pourer



Hang Glider



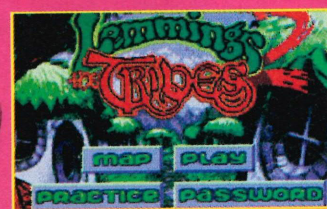
Hopper



Icarus wings



PSYGNOSIS
£49.99
OUT: NOW



CART SIZE:.....16Mbit
PLAYERS:1
STAGES:120
SKILL LEVELS:none
FEATURES:passwords
CONTACT:.....Psygnosis
(051) 7095755

PROVIEW

MARK P

Brilliant fun. The Lemmings' antics are hilarious to watch.

CHRIS

A perfect conversion of one of the most addictive games around.

MARK H

The original was good, but this has much more variety and humour.

PROSCORE

GRAPHICS 77%

▲ The Lemmings are brilliantly animated as they perform their skills.

▼ Hardly stunning to look at, with simple backdrops and tiny sprites.

SOUND 83%

▲ Lots of classic tunes for the different levels. Not at all annoying.

▼ Not that many sound FX – only the odd explosion or sampled "Yippee!"

GAMEPLAY 91%

▲ It's great fun trying out all the new skills, using the friendly icon system.

▲ The puzzling gameplay is as addictive as ever: you just can't give up.

CHALLENGE 94%

▲ With 120 mind-stretching levels to solve, it's one hell of a challenge.

▲ The option to switch tribes means you can't get stuck on one level.

91%

One of the best sequels ever, expanding on the first game's ingenious concept with more variety and fun. You'll be completely hooked.



Dr Angelo's Virtual Reality project enhanced intelligence in the hit science-fiction movie. He used a simpleton gardener called Jobe as his subject, but ended up creating more of a virtual Frankenstein than

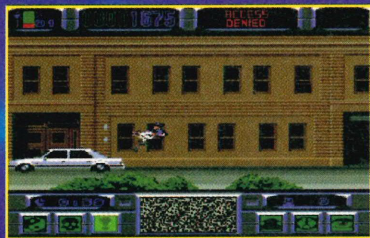
an innocent Einstein. Attaining fantastic superpowers in the Virtual World, the megalomaniac Cyberjobe is now set to play God with the global computer network, threatening the whole of humanity. Time Warner's movie licence *The Lawnmower Man* is perhaps a little ambitious for the MD, but it is a popular Virtual Reality story nevertheless. When we reach the year 2000, who knows how close the relationship between man and machine will get? Virtual Reality could take over the way we see and think today. It could be the beginning of a cyborg generation. Spooky, eh?



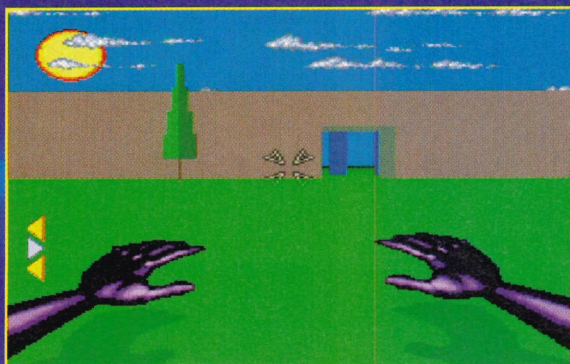
THE LAWNMOWER MAN



Shoot various metal containers along the way to find weapon enhancement icons.



Vehicles such as cars and vans require a fair few hits to destroy. Ensure you have strong fire power.



The 3-D sections, from large Industrial factories to the invading Cyber Zones, are fun to ride. Selecting either Jobe or Angelo,

This 3-D section takes you through the concrete jungle. Looks like cardboard city to me.

The threat of Virtual Reality taking over from television and screwing up the brain cells of young children has been one of the views recently put forward about the growth of the technology.

On the other hand VR may sharpen the body senses, become a superb teaching aid for students and save developers the job of killing acres of land to make way for roller-coaster rides!

Time Warner's *The Lawnmower Man* won't put you in this Virtual World – but the flat screen of a monitor or TV does show some clever scenes.

you'll fly through a world of flashing lights and shapes, dipping and rising over tunnels and walls, whilst occasionally pausing to play a kind of 3-D

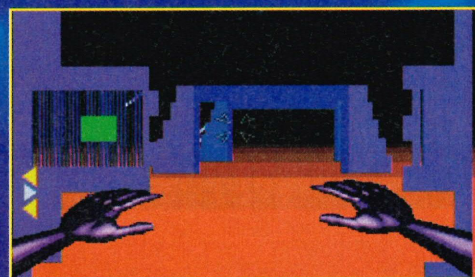
Space Invaders game with blocky aliens.

As one of those titles with two game styles – 3-D and platform – this has to be one of the strangest games I've played in a while. The 3-D sections give you a unique MD gaming experience where as the platform bits in between go back to a time when man would laugh at the thought of going to the

moon.

The horizontally scrolling platform sections would look at home on the old Master System – only the slightly better sprites distinguishing the two machines. It's classic shoot-'em-up stuff as you take on hordes of Jobe's cronies with your big gun, before heading for hexagonal exit and the next 3-D zone.

With Icons spurring out of the troops and objects destroyed, and strange terminals bearing puzzle code sequences you can complete



for bonuses, the scenario becomes very weird (the snake-like petrol pump tubes have been included as guardians in this!). Icons either give you more hit-points, an extra man or enhanced fire power. Containers with yellow labels bounce around – sometimes on their own! At one point you jump into a helicopter, fly about two screen lengths over a broken bridge, then jump out again.

The curiosity creeps in as to what surprises each of the levels will hold – including an urge to try out all the 3-D sections. Whether it's the constant battering of machine rounds or the weaving in and out of cardboard shapes, *The Lawnmower Man* is surprisingly playable, if a little irrelevant to the issues of VR. The main problem is that the dazzling 3-D sections make the rest of the game look a little shoddy.

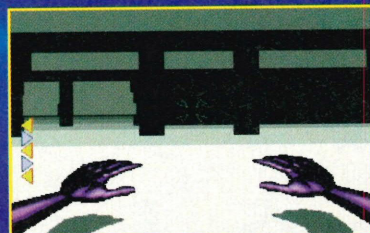
The challenge has the strength of a fair few levels, with puzzlers here and there to keep in touch with the film, and the cleverly adapted music

PROTip

ON THE 3-D STAGES, USE THE POINTER IN THE MIDDLE OF THE SCREEN TO GUIDE YOURSELF THROUGH THE HAZARDS. THE INERTIA CAN GET YOU INTO TROUBLE SO ONLY MOVE AS FAR AS YOU HAVE TO.



Twice during the Cyber Run you'll need to play 'space invaders' with attacking aliens.



The first 3-D stage – Industrial. Each collision will lose you a hit-point so fly carefully.



This Cyber Run is rather impressive with its dazzling light effects and speedy scrolling.



On this first section of the second platform phase an unwelcome robotic spider appears on the scene.



helping to create a unique sensation on the wacky 3-D rides. But even with a two-player option, staying power is tested. *The Lawnmower Man* cuts the grass well enough, but the edges still need that trim 'n' edge.

Mark "Brainwashed" Hill **SP**

These terminals can be blown apart to reveal loads of icon power-ups – including an extra life.

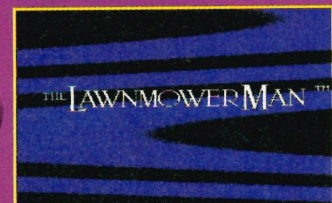


No, not Lego bricks but so-called MD polygon effects. Target the 'Threats' first.

But there's a catch. First you'll need to solve five puzzle sequences with numbers and shapes.



TIME WARNER INTERACTIVE
£39.99 OUT: NOV



CART SIZE:8Mbit
PLAYERS:2
STAGES:8
SKILL LEVELS:3
FEATURES:continues
CONTACT:.....Time Warner Interactive
(0604) 602800

PROVIEW

PHIL ■■■■

The 3-D sections reminded me of *Deathchase* on the Spectrum!

MARK P ■■■■

A difficult movie to do justice to on MD. The CD version should be better.

CHRIS ■■■■

A hotchpotch of game styles – none of which really impressed me.

PROSCORE

GRAPHICS **81%**

▲ A unique sensation is generated from the 'cardboard' 3-D levels.

▼ The platform stages are reminiscent of old 8-bit titles. Poxy sprites.

SOUND **85%**

▲ A series of groovy vibes playing as you fly through the 3-D sections.

▼ Sound FX could have been better. Music more than makes up for it.

GAMEPLAY **75%**

▲ Effective 3-D sequences and a number of cunning puzzle situations.

▼ Lacking that fine trimming, with ragged areas of old-hat gameplay.

CHALLENGE **71%**

▲ A two-player mode giving you company through the platform stages.

▼ The battles during 3-D sections could have been much better.

74%

A multitude of gaming ideas rolled into one saves this from the scrapheap. Weak in some areas, the 3-D bits are the highlights.



A clip from the game's intro. This poor chap's about to die from a car bomb – quick, someone tell him!



Flying over the oil rig on the second level, things are getting pretty hectic...

Wandering around on foot is pretty good fun, and it makes a nice change from flying about in the air.

After the huge – no, let's not beat about the bush here – enormous success of *Desert Strike* and *Jungle Strike*, EA have gone for a hat-trick with the third title in the series. Called *Urban Strike*, this game gives you the chance to fly around cities such as San Francisco, New York and Las Vegas as you attempt to foil the plans of yet another insane genius! This guy plans to bring chaos and confusion to the world by razing key cities in the USA – and only you can stop him. So get ready, trooper: we're going shopping (and, um, other sad war-related clichés)...

Breaking the three secret laws of reviews, I'm going to say exactly what everybody knows anyway: this game has good graphics, good sound and is very playable. But, of course, I still have over a page left to tell you about the game, so let's me go into detail...

Urban Strike is a very easy game to just pick up and play, just like its two older brothers, in fact. This is due to two things – the control system is logically set and easy to use (yes, after just two seconds, you too can fly a helicopter!), and of course, any idiot can fire a gun. The beauty of your helicopter is its ease of control; you can even make your craft sweep from side to side without going forwards or backwards, and turn around on the spot. Helping you into it even further is the choice of your copter having momentum or not – roughly translated: will your copter stop straight away or will it continue to glide forward slightly as if it was really in the air? Owners of a six-button joypad are

catered for here as well.

Each campaign consists of about six or seven smaller missions, which you will need to complete before you can progress to the next level. I have to admit,

when I started playing the first level, I instantly forgot where the targets were and what order to kill them in! A simple press of the START button rectified things, though, because this brings you onto a detailed screen which gives you the level map, mission briefings and your current status. As in the previous games, this is easy to use and you'll find yourself constantly referring to it.

If in a campaign you start to run out of fuel, ammo or amour points, you are always given the chance of collecting the refills that are scattered around the battlefield.

The whereabouts of these can be found with your on-board map, so you know where to go if things start to get a bit hectic.

PROtip

TO GIVE YOU ALL A HELPFUL HAND THE PASSWORDS FOR THE FIRST THREE LEVELS ARE:
C9ND63JYW3W
9GRTKGD79GN
NWD7N7W6SGRR
THE REST IS UP TO YOU!

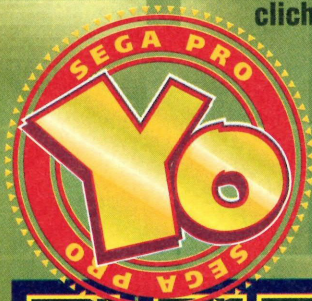
Talking about things being hectic, every campaign you undertake is sure to be difficult. After all, you are only given three lives for each, so the last thing you need to do is play through them again every time you switch off the Mega Drive. Thankfully, after you've completed a campaign (and there are ten of them in all), you're given a handy password.

Adding even more life span to an already great game is the fact that there are eight different co-pilots to fly with. Each of these happy chaps has different stats which determine how good they are handling the gun and winch. Unfortunately, the more experienced veterans are missing in action, but you have the chance to rescue them in later missions.

As you play the game, from time to time you'll need to change vehicles in order to complete specific missions. You'll eventually be in control of machines like the small and mobile Mohican and the bigger but slower Blackhawk copter. As well as the big birds, you're given the opportunity of driving around in ground vehicles such as a GAV, and wandering around on foot whenever you enter a building. The creepy thing is, all of these different modes are very playable!

The graphics in this game are great: everything from the movie-like intro and pre-campaign briefings, up to the little men running around. The Mega Drive's limited palette and poor sound chips don't even hold this game back! Talking about sound, if you can imagine a cross between something from the A-Team and industrial music, then you won't be far off what you get here. It's very bassy and guttural.

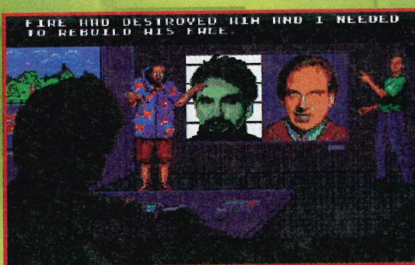
As good as this game is, it does have its down-points as well. The most notable of these is when you drop important cargo from your winch – most of the time this means game over. Believe me, when you work so hard to get to



URBAN STRIKE

WAR, WHAT IS IT GOOD FOR?

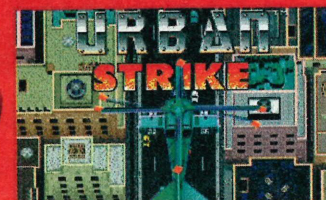
Absolutely nothing! People get hurt in wars, you know. A great philosopher once said that wars only happen because people don't talk enough to settle their differences, but is this true? Some people would disagree with that theory and would point to the fact that we actually NEED wars. If it wasn't for the fact that billions and squillions of people had died as a result of fighting, then the world would be grossly overpopulated. Others still would go for the "all you need is love" routine – do unto your neighbour as you would do unto yourself. My own personal theory? Hmm, I blame the government!



This guy's a plastic surgeon – he knows the bad guy's real identity!



EA
£44.99
OUT: NOW



CART SIZE:.....16Mbit
PLAYERS:1
STAGES:10
SKILL LEVELS:n/a
FEATURES:password
CONTACT:EA
(0753) 549442

PROview

PHIL ■■■■

As playable as the first two games. Fans can't afford to miss it.

MARK H ■■■■

As with the previous games, I'm completely hooked.

CHRIS ■■■■

Very similar to its predecessors, but still a great game.

PROscore

GRAPHICS 92%

- ▲ Every vehicle and sprite is well defined and realistic.
- ▲ The scenery for each level (particularly New York) is beautifully drawn.

SOUND 88%

- ▲ The tunes in this game aren't too annoying, for a change!
- ▲ The sound effects, too, are rather tasty. Yum!

GAMEPLAY 93%

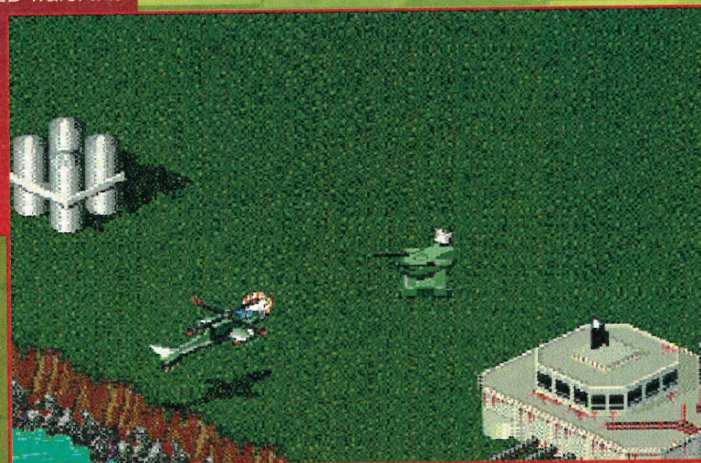
- ▲ Controlling your helicopter and various vehicles is easy.
- ▼ After a while, you may get fed-up with killing everyone.

CHALLENGE 90%

- ▲ Each mission is tricky and compelling.
- ▼ Experienced *Strike* players will complete this without sweating!

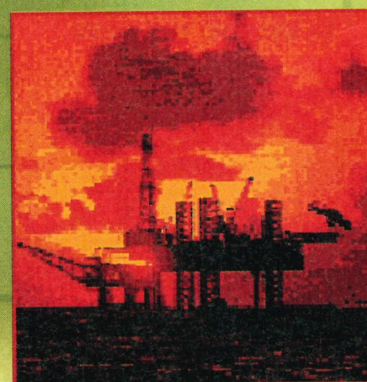
92%

BANG! POW! RAT-A-TAT-TAT!
This latest *Strike* game is better than the real thing – well done EA!



The map. It'll tell you where to go next!

Under fire and underarmed – ain't it fun?



An oil rig on fire. "It's a chemical world" as *Blur* might say. Maybe.



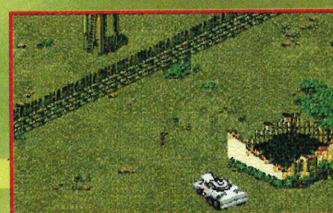
the cargo and end up dropping it, it can get very frustrating! Where's DHL when you need them?

But apart from minor niggles such as that, this is a cracking game. I really did enjoy playing this, and with the added incentive of finding The King (yep, that's Elvis Presley, fact fans) on each level, where can you go wrong?

Mark "Big Chopper!" Pilkington **SP**

Mission briefings tell you what you need to know, although the names have been changed to protect the innocent...

These bloody skyscrapers are a health hazard when you're trying to fly in low over New York!



Oh no, its game over time. I'm too young to die!

MEGA EXCHANGE

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Phew, you can't believe how good it is to be working on a magazine like **SEGA PRO**! I used to work on our sister magazine **SEGA XS**, a magazine that solely dealt with tips and cheats. As you can imagine, busting all of those games would be a great strain on anyone's brain, so moving over to a reviews magazine was a gift from the gods. At last, I can wave goodbye to tips forever... Or maybe not!



PRO TIPS

MARK'S A MAN!

That's right, readers, I'm a man; so if you have any tips and cheats that you would consider worthy of sending in, pop them in the post to:

PROTIPS
SEGA PRO,
PARAGON PUBLISHING LTD,
DURHAM HOUSE,
124 OLD CHRISTCHURCH RD,
BOURNEMOUTH BH1 1NF

NO CHEAT ISTOO GREAT (probably)

It doesn't really matter what form of cheat or tip you send in, draw a map of the game if you have to, but at the end of the day the better cheat is going to win! There are plenty of prizes to win every month, so be a bit creative in your tips. Go on, give it a go!

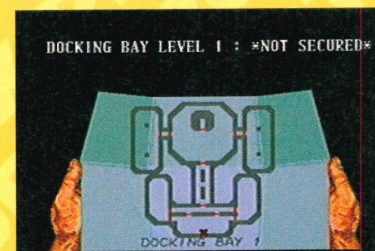


ACCOLADE WINNERS, AHoy!

If I happen to like the cheat or tip that you send in, then chances are that you've either won a copy of *Ballz*, a T-shirt or a Denim Shirt courtesy of those brill chaps at Accolade! If you fancy winning something next time round, text solutions to new games are a sure-fire winner at the moment (hint, hint)...



ZERO TOLERANCE



Holey moley, Accolade's 3-D blast-'em-up is certainly one tough cookie that should have many gamers in trouble. But just watch it crumble when you apply the tips in our full solution. Go on, blast those alien scum-suckers!.....76

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TIPS HELP

If you need help, there's only one place to turn. Our resident tips counsellor, Jason Johnson, may have left for

foreign shores, but Mark 'Helpful' Hill has stepped into his shoes to aid readers in gaming distress. If you're stuck on a game, drop him a line and he'll try his best to help you out.....	82
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MEGA DRIVE

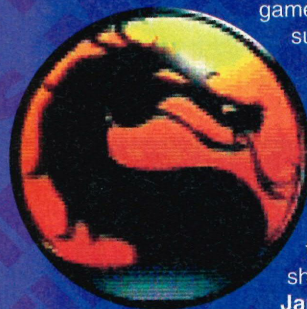
MORTAL KOMBAT

REPTILE SONYA

Dear Mr Hill? Now hang on a minute, guys, do I look like Mark Hill to you? No I bloomin' well don't, so why address this letter to Mr Hill then, C Vercruysse from Belgium?! Hmmm,

well I think I'll forgive you just this once, because you've sent in a rather spanking cheat for *Mortal Kombat*, haven't you?

First enter the DULLARD code and put on flags 2 and 3. Put your first map on the Palace Gate. Now use the option plan base, to be sure that on the second endurance match, the second opponent is Sonya. Play the game as either Johnny Cage, Rayden or Sub-Zero. Make sure that you don't use up a continue. Also, don't use a death move the first time you enter the pit.



When you come to the second endurance match, you will play in the pit. Get double flawless and finish with a death move. Now you will play against Reptile. Defeat him and he will disappear in a puff of smoke. The green Sonya will now appear. She's very hard to beat. She can throw a spear, use a log toss, freeze opponents with an ice bolt and also use a shadow punch.

James Duval, Suffolk

MORTAL KOMBAT II

BRILLO COMBOS

Shawn Seabrook from Stevenage has discovered loads and loads of brilliant tips for *Mortal Kombat II*!

Take a gander at this lot...

Liu Kang:

- 1) Jump backwards, Jump up, Mid-Air fireball, Low Fireball.
- 2) Jump Towards, Flying Punch or Kick, Fireball, Flying Kick.

Kung Lao:

Footsweep, Whirlwind Spin, Jumping Kick, Legsweep and repeat from start!

Reptile:

Faceball, Acid-Spit, Uppercut, Slide, Acid-Spit.

Sub Zero:

Ground Freeze, Uppercut, Slide.

Kitana:

- 1) Jump Kick, Jump Punch, Throw Fan.
 - 2) Jump and throw Fan in midair, Jump Kick as they land.
- Legsweep, Throw, High Punch, Slam.

Jax:

Mileena:

Sai-Throw in Midair, 2 Teleport Kicks, Roll Attack, Legsweep.

Baraka:

Punch 4 times, Blade Fury.

Scorpion:

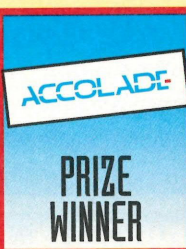
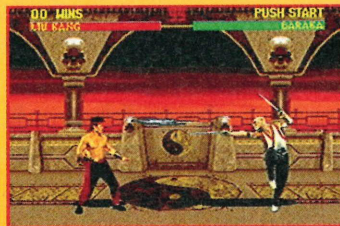
Teleport Punch in Midair, Legsweep, Throw.

Rayden:

Flying Thunderbolt, Torpedo Attack, Lightning Bolt, Kick.

Johnny Cage:

- 1) Shadow Kick, High Green Flame.
- 2) High Green Flame, Shadow Uppercut.
- 3) Low Blow, Shadow Kick.



MORTAL KOMBAT II

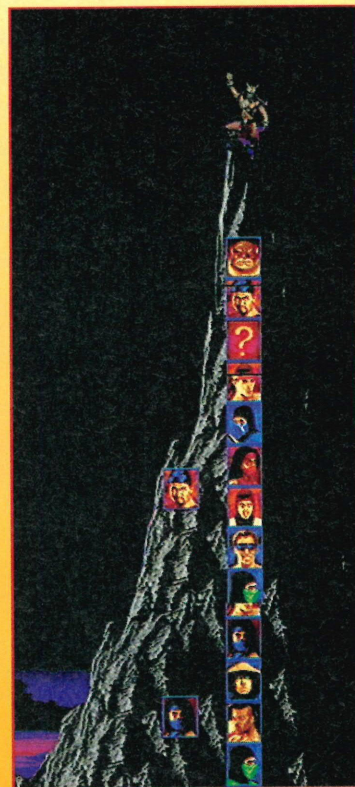
Two rather brilliant tips from reader J R Brindle from Shefford here. We've gone *Mortal Kombat II* mad this month, haven't we?

RANDOM SELECT:

Hold up and block on the 'choose your fighter' screen, and the computer will choose your fighter for you.

SLIDE OFF THE SPIKES:

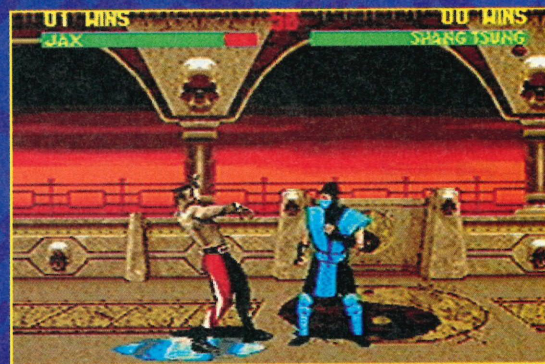
On the Kombat Tomb, hold Down on both joypads immediately after doing a pit fatality. This will make your opponent slip off the spikes that he/she was gruesomely attached to, and fall to the floor with a whack.



MORTAL KOMBAT II

SPECIAL MOVE

Reader (and subscriber!), Andrew Delpech from Berkshire has discovered a fault with Mr Hill's *Mortal Kombat II* solution that he ran a couple of issues ago! Apparently, he missed out on Rayden's Aerial Dive Attack — what a silly billy, eh? Anyway, Andrew knows what the correct answer is: you perform it by jumping then doing the dive attack combination (AWAY, AWAY, TOWARDS, TOWARDS). This move allows you to deck your opponents in midair. Yowch!



STREETS OF RAGE 3

NEW CHARACTERS

At the title screen, hold UP and B simultaneously, then press START. You will now be able to play as a kangaroo named, er, Roo. To play as Shiva, beat him at the end of level one, and as soon as he dies hold button B until the next level starts. You can now select him when you continue.

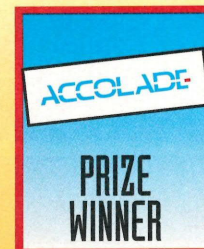
SAME CHARACTER

At the menu, move to '2 players'. Press Down and C at the same time and you will hear a sound effect. At the select player screen, you can choose the same character.

MORE LIVES

Go to options and highlight the number of players. Take the second pad and press UP, A, B and C simultaneously. Press RIGHT with the first pad. You can now choose up to nine lives.

Cheers to reader Bryan Taggart for those cheats. Put your address on the envelope next time and you might win a prize!



CHEATS * TIPS * CHEATS * TIPS * CHEATS * TIPS

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URBAN STRIKE

LEVEL CODES



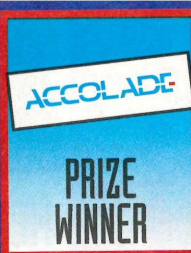
Codes from Ben Barnett, sir! Hmmp, OK soldier. I'll have a look at them. Let me see now...

Baja Oil Rigs:	CR6S9LB7CHF
Mexico:	9LJVFQDGT9GZ
San Francisco:	NBMT4SKB7SN
New York:	L6P7FKZR4KW
Las Vegas:	G3FLBD3XB63
Underground:	W7TCRSKB7SW

Oh sir, another thing. He's got an Elvis cheat as well.

An Elvis cheat?! Are you joking trooper!?!

On the second part of Las Vegas (campaign 9), when you shoot a fruit machine over by the top right-hand corner of the Cashier booth, there's a little Elvis who does a dance when you go near him!



PETE SAMPRAS TENNIS

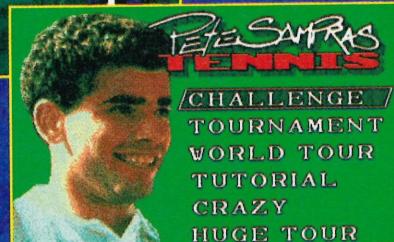
JOKES WITH PETE!



Steven Morely from Dartford (I was born there, readers!) has sent in this rather spiffing cheat for Pete Sampras on the Mega Drive. In the human Vs human mode, get one player to play as Pete himself. When it is your serve (not Sampras's), use button A. As soon as you



have served, press diagonally down-right on the pad and START at the same time. This will make Pete argue with the umpire and totally ignore the ball. This works every time!



MORTAL KOMBAT II DEADCODE (ACTION REPLAY II ONLY)

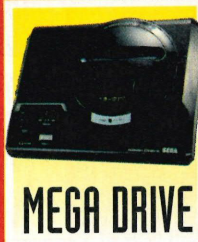
DEADC0DE00
0064CA0500
41F900A100
03421031FC
0001F02A10
1008000005
66F010BC00
40E2080200
00081210E6
4902010007
804111C0EF
D74EF864D0

The codes must be in the correct order with no spaces between them. Then start the game as normal and activate the Action Replay. As soon as one player has won, the game will freeze. Don't worry; this is intentional. Using player 1's controller, select a player from the following list, then while holding these buttons/directions down, press START. In the next round you'll play as the selected character. There are some characters not normally available, although the game will crash when you select their special moves.

A+C+B	Kung Lao
A+C+R	Liu Kang
A+C	Johnny Cage
A+B+R	Baraka
A+B	Kitana
A+R	Mileena
A	Shang Tsung
B+C+R	Rayden
B+C	Sub-Zero
C+R	Reptile
C	Scorpion
B+R	Jax
B	Kintaro (crashes)
R	Shao Khan (crashes)
none	Smoke (crashes)

MORTAL KOMBAT II

FFB6230078	Unlimited energy for player 1.
FFB7130078	Unlimited energy for player 2.
FFF4570015	Unlimited credits.
FFAB960099	Infinite time.
FFAAC1000X	Background select (replace X)
FFAABF000X	Stage select (replace X)
00606E60FE	Pauses the game when Action Replay is enabled.
FFEEA40099	Player 1 has 99 wins.
FFEEA60099	Player 2 has 99 wins.
FFF0250011	Displays fatality message every time.
00661A5555	Gives a player unlimited time to do a fatality.



SKITCHIN'

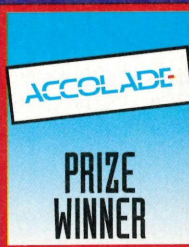
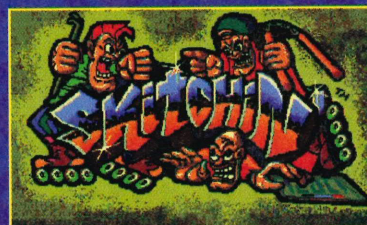
SUPER CODES

I was up to a bit of Skitchin' myself recently, folks. Whilst crossing the road just the other week, I accidentally slipped over a skateboard. Managing to get up off the floor, I discovered to my horror that one of my shoe laces was caught around its frame! Grabbing hold of the nearest parked car for support, I had almost freed myself when the driver started up his engine and started to move off – with me still clinging to the back of it! Little did I know that I would end up in Blackpool, did I? Anyway, once there, I bumped into Lee Walls, who kindly gave me some codes for Skitchin'...

Spell out BADASS (B, A, DOWN, A, START, START) on the warning screen and you should hear a smashing sound. Now enter any of these codes:

ARMOR – PLAYER GETS
GRADE 5
EQUIVALENT
MONEY – PLAYER GETS
\$2000
SPEED – GIVES PLAYER 3
NITROS
THRASH – PLAYER GETS
BEST WEAPONS
BEACH – SAN DIEGO

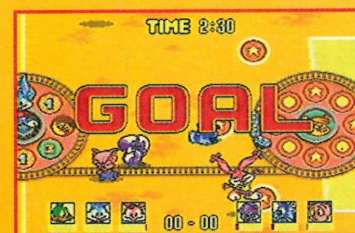
BRONCOS – DENVER
CAPITAL – WASHINGTON
CARS – DETROIT
HILLS – SAN FRANCISCO
JAYS – TORONTO
LIBERTY – NEW YORK
PALMS – MIAMI
PIZZA – CHICAGO
STARS – LA
TOTEM – VANCOUVER



TINYTOONS

OPEN ALL LEVELS

Enter NGQQ WWQW QKWQ QWWQ WGRY on the password screen and you can enter any level that you wish! It's that easy. No, really – it is!



STREETS OF RAGE 3

GUIDE TO FIGHTERS

Which fighter is the best on the circuit? Reader Jeff Hostetler from Gravesend thinks he knows...

AXEL

Being the best all-round fighter in the game, Axel isn't very fast and he can't jump very high, but he's one of the strongest fighters to go for!

BLAZE

Blaze is quite quick and nimble, and as such is one of the better fighters to go for. Has great technique.

SKATE

He may be small and have terrible dress sense, but he is definitely the fastest and most agile fighter on the block.

ZAN

The slowest fighter to play as, Zan has the longest reach and the strongest punch of the whole motley crew!

JOHN MADDEN '92/'93/'94

TOP TACTICS

According to reader Eddie Anderson from Oxford, these tactics and cheats will work on all versions of the game! Check these out...

ON-SIDE KICK

At the kick-off, retain possession by repeatedly jabbing the kick button very quickly.

FIELD GOAL BLOCK

Select Punt Block and use the right inside linebacker to diagonally charge at the kicker.

RUNNING OUT THE CLOCK

Hold UP on the pad and tap C when the play description comes up. The clock will continue to tick.



B.O.B. 99 OF EVERYTHING

A cunning cheat from Joseph Assaf all the way from Lebanon! Before you put on your Mega Drive, plug in a second joy-pad, or if you don't have one then you just need to plug in the first one in the second port, and just press the A button. If the cheat has worked, then you should hear one of the sound effects at the beginning of the game. This code gives you 99 of each gun, 9 of each remo and infinite lives. Cheers for that, Joseph.



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GROUND ZERO TEXAS

HANDY HINTS

There are about three bits in this game which most people get stuck on. Let me take you through them... The first is in the Plaza Square. You will see a couple of cowboys holding rifles - ignore them. These guys are on your side! The majority of people just shoot at them straight away.

Next we come to the Main Street. You will see a bunch of people run by in front of your camera, pursued by an alien! Wait until everyone is clear before beginning to shoot at him.

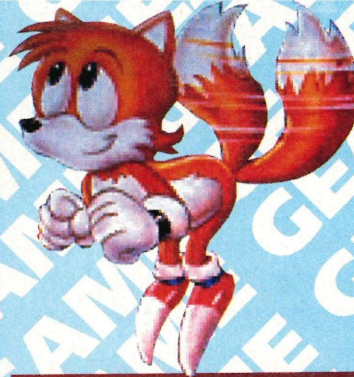
The last tricky scene is near the Hotel window. A single Stormtrooper will jump out of a hole in the wall, the problem coming from the sheer speed that he moves at.



INXS: MAKE MY VIDEO

HIDDEN FILM

Graham Williams from Cornwall is a bit of an INXS fan. How do I know? Well, he only stormed into the office singing 'Suicide Blonde' at the top of his voice before handing me this cheat for the game, didn't he? Apparently, you can gain access to some hidden FMV by going to the options/help screen and highlighting 'Top Ten Vid Editors'. Now if you press and hold A, B and C whilst pressing RIGHT, you should see the film crew blowing up pool balls with an air gun. Blimey!



TIPS



SONIC CHAOS



Paul Maguire from Leicestershire has a cheat for *Sonic Chaos*! To reach the level select, press UP, UP, DOWN, DOWN, RIGHT, LEFT, RIGHT, LEFT and then START on the title screen.

CHAKAN: THE FOREVER MAN



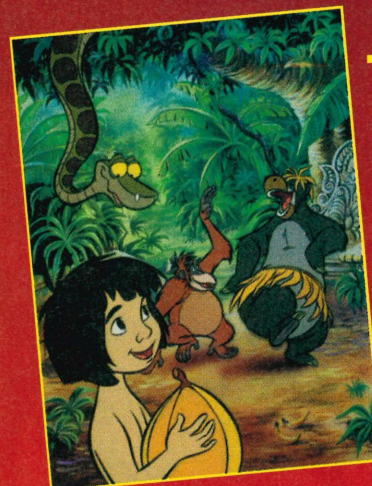
Thanks go out to Jonathan Nickerson from Newcastle-upon-Tyne for the brilliant cheats and Action Replay codes that he sent in. And here's one of them...

To enter a secret level, simply complete the game on DEADLY or MENTAL setting with all the weapons and alchemistries!



CHAKAN: THE FOREVER MAN

00DFB3F0Energy renewed when Action Replay is enabled.
00DFA504Start with Fire/Ice Super sword.
00DFA503Start with Lightning Sword.

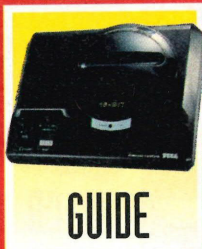


THE JUNGLE BOOK

00C83081 ..Boomerang from start.
00C82E04Infinite lives.
00C82F06Infinite energy.
00C82F06Skips a level when Action Replay is enabled.
00C83332Banana machine-gun from start.

MORTAL KOMBAT

00C48848Infinite energy.
00C40B07Infinite continues.



GUIDE

THE BIG SOLUTION!

Each and every month, I'll be printing a complete solution to a recently released game. Don't just leave all the

hard work to me, though! Send in your written solutions to your latest game, along with a photo if you wish, to the usual address...

ZERO TOLERANCE

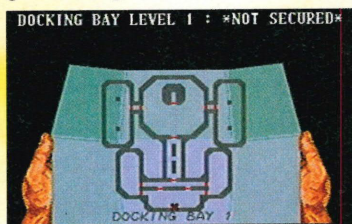
ACCOLADE

This brilliant first-person perspective blaster has impressed everyone who's seen it. Wander around bug-infested corridors, exterminating the enemy wherever you see them – but remember to bring a clean pair of pants...

LEVEL 1 – SPACE STATION EUROPE-1

1 DOCKING BAY 1

Collect the extra shotgun icons that you find at the start and then get blasting!



2 DOCKING BAY 2 –

PASSWORD: DDqbvtLng

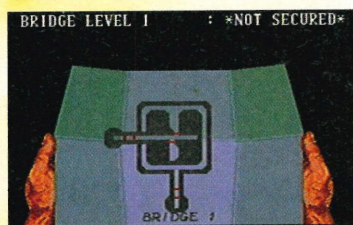
Extra lives and ammo can be found in the small rooms at the bottom of this level.



3 BRIDGE 1 –

PASSWORD: HFr8vtJug

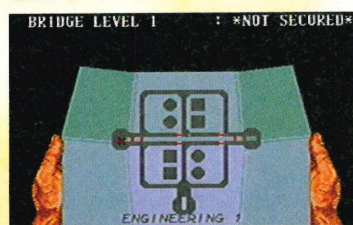
A fairly small and basic level for you to hone your sharp-shootin' skills in.



4 ENGINEERING 1 –

PASSWORD: HHbd-*)ug

Ceiling-crawling Robot-Spiders make their first appearance here. EEEK!

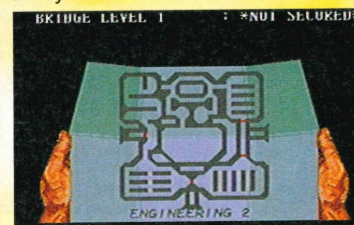


5 ENGINEERING 2 –

PASSWORD: bv3dudz*)mw

You'll find lots of medi-packs, guns

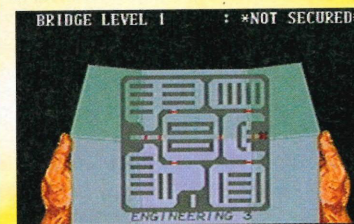
and terrorists in this level, so keep an eye out for them!



6 ENGINEERING 3 –

PASSWORD: bLbdu*)mw

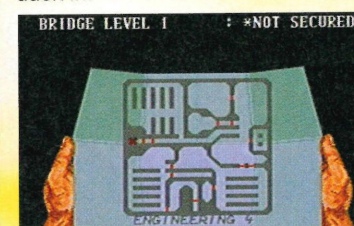
A handy Bio-Scanner and Night Vision Goggles can be collected in this level.



7 ENGINEERING 4 –

PASSWORD: HvYdu*)mw

A large level with lots of large open spaces for you to play the sitting duck in!



8 GREENHOUSE 1 –

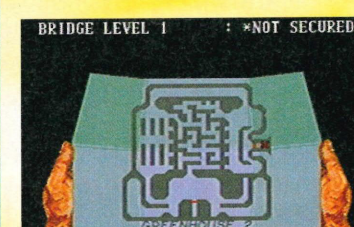
PASSWORD: WPMds0s2

Lurking within the greenery and vegetation in this level are hundreds of little aliens, just waiting to destroy your team.

9 GREENHOUSE 2 –

PASSWORD: DF)d-/)qh

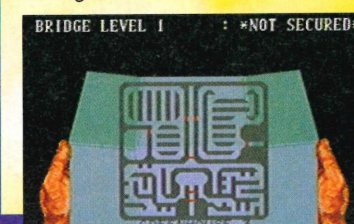
The terrorists make an unwelcome return for this level, but a few blasts from your shotgun should sort them out!



10 GREENHOUSE 3 –

PASSWORD: LjK6*)/FB

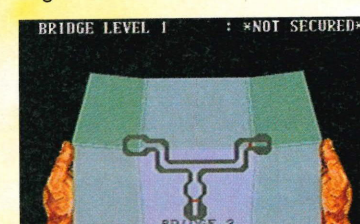
Yet more greenery awaits you on this level, with baddies always lurking behind it.



11 BRIDGE 2 –

PASSWORD: P!L6*)/FB

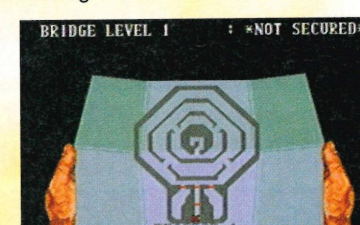
The smallest and simplest level in the whole game? Yipes – it just might be!



12 REACTOR 1 –

PASSWORD: HDpb*)/OgF

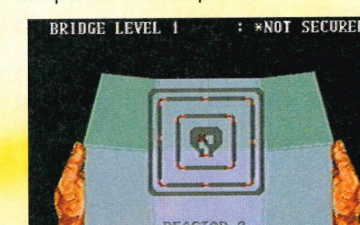
A huge, circular level. Once you make your way to the centre, there is a flight of stairs to walk down.



13 REACTOR 2 –

PASSWORD: HH6d-*)vg

Once you've killed all of the terrorists and aliens, it's here that you face up to the boss! He requires six hits to destroy, but beware his firepower and be patient.

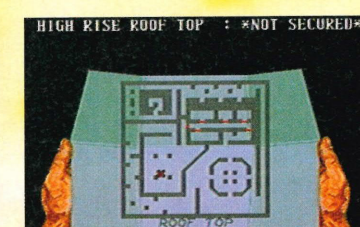


LEVEL 2

1 ROOFTOP –

PASSWORD: HH6d-*)ug

Shoot all of the robots on the main roof and then start to work your way around to the door at the top-left.



2 FLOOR 164 –

PASSWORD: UD)U*)sxEB

45 enemies await you on this floor. It's all quite straightforward from now on – kill all the baddies you meet before they kill you!

3 FLOOR 163 –

PASSWORD: duTy*)s?jt

Use your bullets wisely, as the lack of ammunition is starting to become a real worry.

4 FLOOR 162 – PASSWORD: dLJy*t?vi

This floor houses only 20 enemies, but because it's a fairly large level, you still have to keep your eye out for any enemies creeping up behind you.



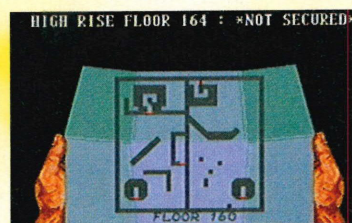
5 FLOOR 161 – PASSWORD: bFq7-vNvU

56 enemies to destroy and every single one of them is after your blood!



6 FLOOR 160 – PASSWORD: KP?7*/Dn5

You can only get to one part of this level; you'll have to come back for the other half later in the game.

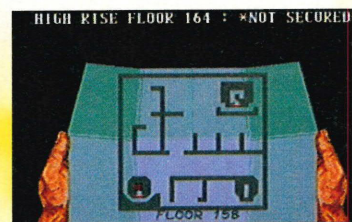


7 FLOOR 159 – PASSWORD: HnD7*3?nz

Collect the fire extinguisher, found to the bottom-right of the map, to use on the fires you will encounter in some of the later levels.

8 FLOOR 158 – PASSWORD: PdSq/s?!U

Hug the walls to protect your back and you should come out of this one alive, or at least fit to fight another day!



9 FLOOR 157 – PASSWORD: bnLy**?gB

Another large, enemy-filled level for you to go up against here; this time featuring 58 foes to blast.

10 FLOOR 156 – PASSWORD: Ljr7tsDgB

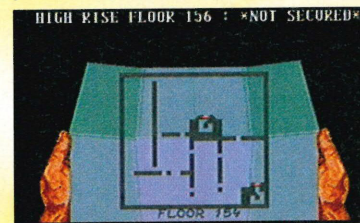
Divided into four different sections, this level is the one to sort out the men from the boys.

11 FLOOR 155 – PASSWORD: WFLyvCDgF

Keep an eye out for the various terrorists, aliens, dogs and robots baying for your blood.

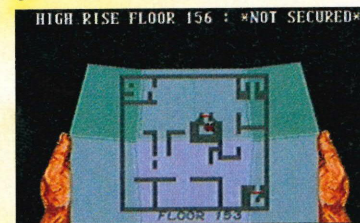
12 Floor 154 – PASSWORDS: cHxyv/?gD

Use your ammunition wisely and take out large groups of aliens quickly with the big weapons to preserve your energy.



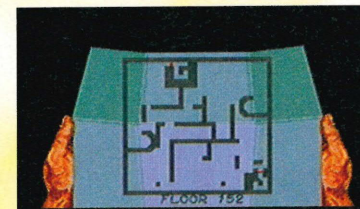
13 FLOOR 153 – PASSWORD: cHxyv/?gD

Sneak up on the enemy and then give them a bullet in the head!



14 FLOOR 152 – PASSWORD: 6HKQ-*DFU

The fires are back! Keep that fire extinguisher handy so you can put out any fires blocking your path.



15 FLOOR 151 – PASSWORD: PDq5v/KFz

The last section of Level 2 is upon us and boy it's a tricky little number!

LEVEL 3

1 BASEMENT 1 – PASSWORDS: bnL9m*Knh

Every turn of the corner brings out a new enemy, so keep your wits about you.

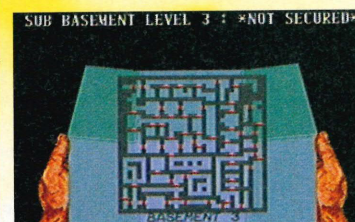


2 BASEMENT 2 – PASSWORD: aLqZk9Jcx

The large room to the far-right is packed full of shotguns, so make sure you take full advantage of that fact.

3 BASEMENT 3 – PASSWORD: PvoZ5tPvi

In each room you visit, you're guaranteed to find either a power-up or an alien to blast.



4 BASEMENT 4 – PASSWORD: HJ95/LuF

Lurking within each corridor is an alien, and rest assured they'll give you no mercy if you don't shoot them first.



5 BASEMENT 5 – PASSWORD: LI95/5my

Chances are you're going to have to resort to fisticuffs at some stage to get yourself through this level in one piece.



6 BASEMENT 6 – PASSWORD: 6HLfntJGz

Things just keep getting harder and harder for you, don't they? Just by looking at this level map, you can tell it's going to be a hard one, can't you?

7 BASEMENT 7 – PASSWORD: ctafErJM7

Put out any fires you come across with the fire extinguisher collected a few levels ago. If you don't have one, you can find one on this level.

8 BASEMENT 8 – PASSWORD: GN6fEvJQq

A simple enough level, the only problems coming from the sheer amount of enemies you have to blast!



9 BASEMENT 9 – PASSWORD: Dir9XtJgF

There are more than enough power-ups waiting to be grabbed here, as well as plenty of extra energy medi-packs.



10 BASEMENT 10 – PASSWORD: ?L6/VtJh!

Still going strong? Well, try your luck on this level then, one of the hardest yet.



11 BASEMENT 11 – PASSWORD: Op69QsJgJ

Those long-time friends, the Devil Dogs make a reappearance in this level, as does the mega-blasting rocket launcher – eat dirt, scum!



12 BASEMENT 12 – The final section!

The level is very wide and open, so watch out for the massive mother alien in the centre of the map: she'll require some blasting before she dies. You don't have to kill all of the bugs in this level, only the mother alien herself. Once you've done that, and it's a simple matter of blasting like you've never blasted before, pat yourself on the back. This mission has been completed. Congratulations trooper!

For Sale... Penpals... Wanted... Help... Swap... Clubs...

READER'S ADS

FOR SALE

Amiga 1200 2 megs AGA chipset, external drive, joystick and mouse. Includes over 30 name games plus selection of mags and coverdisks. Ex Cond. boxed. Only £300. Tel: (0480) 380290 after 6pm.

Very rare mags for sale. Edge! issue 1, Go! issues 1-5, Super Control issue 1. All good offers considered. Positively no time-wasters, if interested phone Mark on (0947) 810425 after 5pm Monday-Saturday. All perfect.

Mega Drive games for sale Sonic Shadow Dancer and Space Harrier II for £10 Indiana Jones, Krusty's Super Fun House and Super Wrestlemania for £12. Please ring Garry (0525) 405 358 also available Master System games.

For sale Game Gear with 11 games plus Magnifier, Adaptor and Carry Case. Game Gear and games boxed. All for £250 ono. For Details ring Paul on (0293) 511 016

For sale Mega Drive games Chuck Rock 2 £15, Dragons Fury £15, Euro Club Soccer £10, Mega Games 3 £10, Zool £15 or will swap especially Sonic 3, Cool Spot or Bubsy. Call any time (0533) 413353

Street Fighter II £30. James Pond 3, Lotus 2, Zool, Hardball 3, EA Double Header, £20 each. Lotus Turbo Challenge, Splatterhouse 2, £12 each. Tel (0225) 782852.

Mega Drive for sale plus Lemmings, Jungle Strike, Ecco, Populous II, Another World. Also, first 30 editions of SegaPro with most free gifts for sale. Phone Darrin on 081 888 3087 after 6.30pm.

Mega Drive and Mega-CD, 2 joysticks, stand, SCART lead, 14 games inc FIFA, Sonic CD, Sonic 2, Bubsy, all boxed as new. £275 the lot. Tel 081 689 5883

PENPALS

Chill. I'm looking for a penpal. Preferably a girl aged 14-16, plays a musical instrument and owns a Game Gear. Write to Joe

Cicchitillo 31 Southwell Gardens Ashton-under-Lyne Lancashire OL6 8XS Thank you.

Male penpal wanted aged 12-13 my likes are football and playing on Mega Drive. Would like to swap games. Write to Tudor Cottage, Old Ipswich Road, Yaxley, Suffolk. IP23 8B2.

13-year-old wants penpal who loves Mortal Kombat 2 and hates SNES Game Unit. Please write to Brad, 29 Boeuke Rd, Melton South 3338. P.S. Needs cheats.

Hello, my name is James and I'm looking for a penpal aged between 18-24 Male or Female. Must like Mega Drive and anything like sports, music and Overseas readers as well. Reply here, please.

14-year-old male seeks female penpal around the same age. Should be funny, like cinema and Sega. Send photo if possible. Write to Tyrone at 29 Paradise Ct, Chalk Hill, Wembley, London HA9 9XN.

10-year-old boy seeking a 10-year-old girl penpal, must like writing and must be good-looking, blonde hair and funny. Write to K. Moffatt, 12 Champions Close, Fowlmere N Royston, Herts. SG8 7TR. Photo please!

15-year-old male seeks 15-year-old girl. Must be funny, good-looking and does not mind a laugh. Please write to Alex Johnston, 55 Southport Road, Ormskirk, Lancs L39 1LN. Please enclose a photo. I will send you one of me.

13-year-old lad wants 13-year-old girl. Must like Sega and football and be reasonably fit. Write to Mike, 113 Wilsthorpe road, Breaston, Derbyshire. DE72 3AF. Please include photo.

Cute, 12-year-old male seeks 11-12-year-old female as penpal. Must be sexy, funny, enjoyable to write to and keep secrets. Write to Johnny, 15 Junction street, Lower Hutt, Wellington, New Zealand. Please enclose Photo.

13-year-old wanting a penpal. Into Mega Drives. Same age if poss. Girl or boy. Andrew Rogers, 88 Windsor Drive, Leek, Staffs. SH3 6NN.

Boy seeking girl aged 10-11. Must like games and must be good-looking. Please phone (0274) 722215 or write to Oliver, 75 Lower Sheering Road, Sawbridgeworth, Herts CM21 9LG. Please enclose photograph.

My name is Layla. I want a penpal aged 10-13 who likes Sega, Horses, Dogs and Films. Write to 78 Arnolds Ave, Brentwood CM13 1EX.

Hi, I'm looking for a penpal aged 20 to 27 who's into Mega Drive plus more. Female only. Please write to Adrian, 14 Northfield, Musbury, Devon EX13 6DB.

WANTED

Have you been ripped off? If you have, eg rubbish game, high price, contact Nick Smith, 56 Hogshill Street, Beaminster, Dorset DT8 3AA. I'm trying to collect 1,000 names and send them into Sega.

Wanted, Carter USM singles released before 1993 especially After The Watershed and Do Re Me So Far So Good. Preferably on CD. Other formats accepted possibly. Phone Andrew (0392) 875379

SWAP

Will swap £5 and ToeJam And Earl for Jungle Strike. My address is: The Croft, Hurst Lane, Egham, Surrey. Other swaps will be considered.

I will swap The Immortal for Phantasy Star III; and Dungeons And Dragons for Shining Force; and Landstalker for Shining Force 2 if willing. Contact David on 0381 620849.

CLUBS

Join The Games Room and hire the latest Mega Drive games. All games are delivered and members receive free monthly news sheets. If you live in the Portadown area, Co Armagh, ring Colin on (0762) 331 006.

SEGA PRO FREE! READER'S ADS

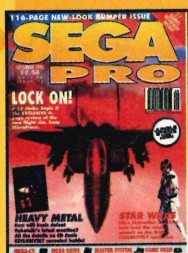
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Fill in the box IN BLOCK CAPITALS with one word per square, cut the coupon out and send it to:
FREE READER'S ADS, SEGAPro, Paragon Publishing, Durham House,
124 Old Christchurch Road, Bournemouth BH1 1NF.

GRAB THOSE ISSUES YOU MIGHT HAVE MISSED!

BACK ISSUES

We still have a few copies of all the early issues of SEGAPRO available. Ring Karen on 0202 299900 and order now to get your copy.



ISSUE 23 £3.00
Amazing new look SegaPro which comes with an essential Street Fighter II T-shirt transfer (three designs to collect; only one with each issue)! 116-pages of pure adrenalin, 27 full reviews, 4 pin-up SF II posters. Reviews include Devastator (CD), Ecco (CD), Make my Video: INXS (CD), Night Striker (CD), General Chaos (MD)...



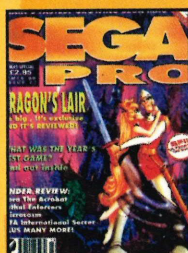
ISSUE 24 £32.75
Packed 116-page issue featuring 25 top reviews. Included in the line-up are Silpheed (CD), Bart's Nightmare (MD), Chuck Rock 2 (MD), Fantastic Dizzy (MD), Haunting (MD), Shinobi III (MD), F1 (MS), Wolfchild (MS), Andre Agassi Tennis (GG), Mortal Kombat (GG), James Pond II (GG), Star Wars (GG)...



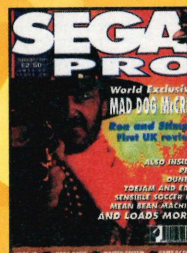
ISSUE 25 £2.75
Incredible world exclusive this month as we take the first look at Aero the Acrobat, Street Fighter II, Sonic CD, Dune CD, Zool, Gods and loads of more top news, reviews, tips and the rest of the stuff that makes SegaPro the UK's top Sega magazine! Oh, and don't forget Aladdin...



ISSUE 26 £2.75
Packed 116-page issue featuring 27 top reviews. Included in the line-up are Sensible Soccer, Sonic Spinball, John Madden '94, Chuck Rock 2, Zombies Ate My Neighbours, Landstalker, James Pond 3, Desert Strike (MS), Terminator 2 (MS) and loads more stuff that's just too good to mention...



ISSUE 27 £3.25
Packed 116-page issue featuring 21 top reviews. This month we took a squint at the perennial Dragon's Lair, Aero the Acrobat, Lethal Enforcers, Microcosm and the brilliant FIFA International Soccer. But better than that, we announced the best game of the year and provided our biggest-ever free book! Phew.



ISSUE 28 £2.75
There's no stopping SegaPro when it gets in its stride. So we just had to beat everyone to the world's first look at Mad Dog McCree, Ren and Stimpy, as well as in-depth looks at Dune II: Battle for Arrakis, Mean Bean Machine, Sensi Soccer for the Master System and... you'll just have to buy it to find out!



ISSUE 29 £2.75
The big news from Sega this month was the release of Virtua Racing and Sonic 3, two games previewed in-depth to check the hype from the tripe. Also, we gave away free stickers of Tengen's Dragon's Revenge pinball game and checked out Eternal Champions, Micro Machines (MS).



ISSUE 30 £2.75
A new look this month and yet another freebie - this time a cable winder for your joyed. But the main story was the first in-depth look at the Saturn, an exclusive first look at Another World II on CD and an exclusive squint at the mighty Mortal Kombat on the Mega CD! With games like these it's no wonder we're the best!



ISSUE 31 £2.75
There's no messing around this month as we bring you our best-ever tips guide, ProTips Unlimited, compiled by top tipster Jason Johnson himself. We also have the world exclusive look at Space Ace, as well as in-depth glances at RBl '94 and Jimmy White's Whirlwind Snooker.



ISSUE 32 £2.50
More exclusives than you can shake a very long stick at, with the first in-depth looks at The Hulk and Virtual Bart, exclusive reviews of Shadow of the Beast 2 CD, Jammit and Ryan Giggs's Champions, and to round it off, an exclusive look at Argonaut's and Psygnosis's new Saturn games! Sometimes even we wonder how we do it.



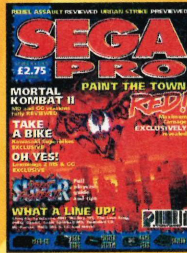
ISSUE 33 £2.50
An amazing world exclusive this month as we become the first magazine to take a look at David Perry's stunning new platform game, Earthworm Jim. Plus, we have the latest ECTS gossip, tons of stuff from Psygnosis and Virgin and the first reviews of Wing Commander CD and GP Rider GG. It's too good to be true...



ISSUE 34 £2.50
Probably our best issue ever as we exclusively unveil Rock 'n' Roll Racing, Super Street Fighter II, Micro Machines 2, OutRunners, FIFA International Soccer CD and Sensi Soccer CD! Also this month - free stickers and a free Mortal Kombat comic! Some times we amaze even ourselves...



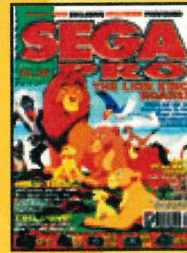
ISSUE 35 £2.75
Let us tell you about some games this month... How about Mortal Kombat II, or the first review of Super Street Fighter II, or the first list of Mega Drive 32 releases and specs of the new machine itself. Or even the first info on Sonic and Knuckles. When it comes to the latest Sega info, we think you know what we're trying to say...



ISSUE 36 £2.75
What an action-packed issue. There's an exclusive first look at Spider-Man: Maximum Carnage, plus exclusive previews of Putty Squad (MD), Kawasaki Superbikes (MD & GG) and Lemmings 2 (MS & GG). Mortal Kombat II gets reviewed on MD and GG - decorate your T-shirt with our special MKII iron-on transfer!



ISSUE 37 £2.50
A truly outstanding issue. There's an amazing world exclusive 16-page supplement and review of FIFA Soccer '95, plus exclusive features on Powerdrive (MD) and Mickey Mania (MD). Add to that a massive review section, including NHL '95 (MD), Mega Race (CD) and Baltz (MD) and it's clear why we're number one!



ISSUE 38 £2.50
An exclusive 16-page guide to Earthworm Jim accompanies this blockbuster issue - and there's a full review of the game inside. We roar ahead with a special feature on Disney's The Lion King, plus exclusive previews of Nigel Mansell's IndyCar (MD) and Novastorm (CD), and a world exclusive review of NBA Jam on Mega-CD.



Grab your copy of SEGAPRO CD with a fully playable CD demo! (Please note that the editorial content is identical to that in SegaPro.)

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NB: all prices quoted include postage and packing. Sorry, but issues 1, 2, 3, 4, 8 and 14 are sold out.



ISSUE 1 £4.99
For a first issue we needed something special and boy did we get it! Check out the exclusive playable demo of JVC's fast-paced thriller, Rebel Assault, plus an eight-page supplement! Add to this a host of top exclusives, including FIFA Soccer '95 (MD), for an unforgettable experience!

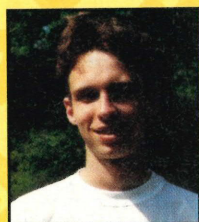


ISSUE 2 £4.99
One of the best disc demos ever lets you play three stages of Psygnosis's new 3-D blaster Novastorm - with an exclusive preview of the game inside the mag. Plus all the excellent editorial features from SegaPro #38, including a world exclusive review of NBA Jam CD and first review of Core's eagerly awaited Soulstar (CD).



PROHELP

YOU NEED HELP?



HELP!

I discovered I was left to take over on ProHelp on the Monday evening after the big ECTS show in London. There I was quietly finishing off my last pint at the local boozer when the bell rang for last orders. As if this was some kind of signal, Jason spoke up. He announced he was going to Holland tomorrow. Huh! What d'you mean Jase? Well, he was not kidding. Rucksack packed and a large portfolio of Sega Pros in a big black binder under one arm, he was off to new pastures, searching for work in the land of windmills and wooden clogs (and other things).

Apparently he'd been offered a bar job in the Hook of Holland but came back to English shores after a nasty experience in the Red Light district of Amsterdam. Now he's looking for work on a local newspaper and planning a trip to New Zealand. We wish him well.

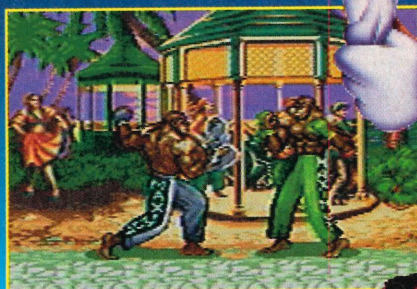
So, if you're stuck on a game and find those tips hotlines a complete waste of time and space, then write to me. I have many tips and guides on file, some that no other soul in this universe has seen before. Scrap this 'Do you need help?' business on the envelopes. Address them as 'Help!' with the usual address underneath. I look forward to hearing from you.

Mark Hill

Q I recently bought *Sonic 3* and *Street Fighter II* second-hand, but they were missing instruction booklets. Could you please tell me how I could get hold of these booklets without having to buy the games again. Thanks.

Sarah Crook, Bournemouth

A Well Sarah, I can sympathise with you since we often get games sent in for review only to find there are no instructions, press details or anything! What we do is ring around the PR people and get them to fax the information. In your case I suggest you ring Sega UK on (071) 3733000 and ask to speak to the Marketing Dept. They'll send or fax you details – particularly for *Sonic 3* and *Street Fighter II* as both these titles are fairly new and made by Sega themselves.



MEGA DRIVE



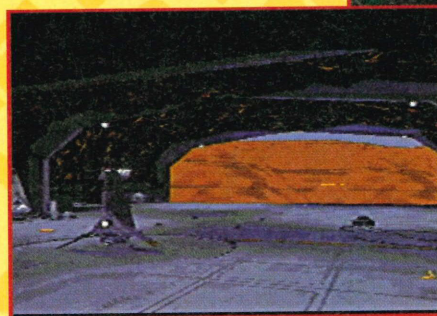
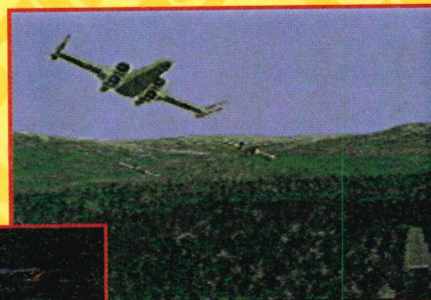
Q Dear Chaps,
As I am a keen Mega-CD player I need some help (cheats) on *Star Wars: Rebel Assault*. Hope you can help.

Richard Louatt, Stoke

A We did print the passwords to *Star Wars: Rebel Assault* in our last issue. But to you Mr Louatt and anyone else who's just picked up a copy of this great CD title I can give you a few passwords for the 'Hard' level. To reach the surface of the Death Star enter IZRINA. If the you want to tackle the tricky Trench then enter OSSUS. For the final victory enter MALANI. There, I hope this helps. If you want the rest then I suggest you purchase Issue 38 of SEGA PRO.



MEGA-CD



Q Dear ProHelp,
Please can you help me do the death moves for *Mortal Kombat* on the Master System. Thanks.

Ranjit Chahal, Southampton

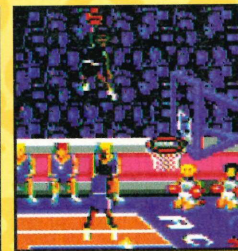
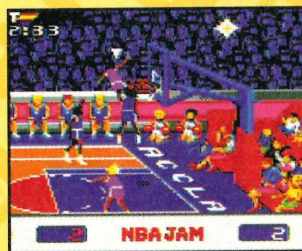
A Certainly can help your sir. No problem. It's a pleasure. Be glad to assist you. No trouble at all. Think nothing of it. I'm pleased you asked. Glad to be at your service.

To perform Sonya's 'Hot Kiss' press TW, TW, AW, AW and START. For Liu Kang's 'Bye Bye Now' press AW, AW and DOWN. Rayden's death move is titled 'Mind Your Head'. For this press TW, AW, AW and button 1. To pull off Johnny Cage's 'Heads Away' press TW, TW, TW and button 1. Scorpion's 'Crispy Duck' can be accessed by pressing BLOCK, 1, UP, UP. For Sub-Zero's 'Heads I Win' press TW, DN, TW and button 1. Kano does not feature in the MS version.

Hope these are okay, Ranjit. Please don't hesitate to drop me a line if you require further assistance with this cracking MS title.



MASTER SYSTEM

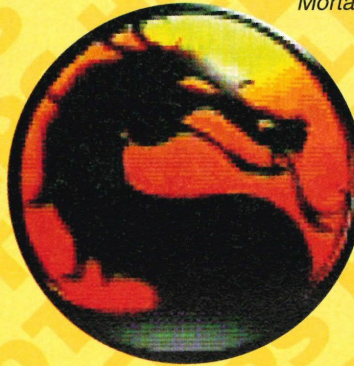


GAME GEAR

Q Dear SEGA PRO,
Help! I recently bought *Mortal Kombat* and *NBA Jam* for my Game Gear and require cheats. If it's any help, I do own a Game Genie. I would be grateful if you could send me some codes. Is there by any chance a code that would allow me to see the ending screen for each character on *Mortal Kombat*? Many thanks.

Kevin Moran, West Drayton

A Indeed I can help you with Game Genie codes. If you want to see the ending screen on *Mortal Kombat* then enter AAA-AAA-AAA. For *NBA Jam* you can enter 099-08E-E62 to make two-pointers worth nine points!



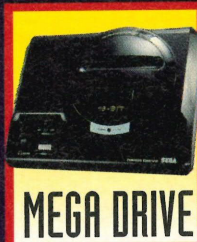
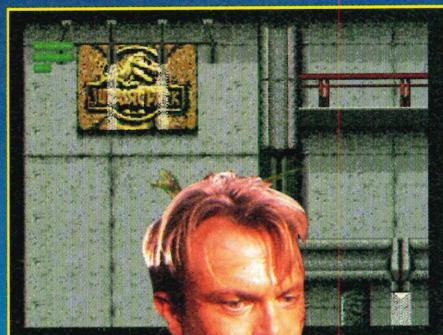
Q Dear SEGA PRO,
I recently bought a copy of *Jurassic Park* for my Mega Drive. I am a bit of a rubbish player but have managed to get to the last part of the Visitor's Centre as both Grant and Raptor, but don't know what to do next. As Raptor I have tried to attack Grant, and I either can't reach him, get pushed away by his weapons, or if I bite him it seems to do nothing to him! As Grant I seem to get killed by the Raptors as soon as I hit the ground.

As I am now going slightly bald, due to my frantic rages of hair pulling, could you please help me out?

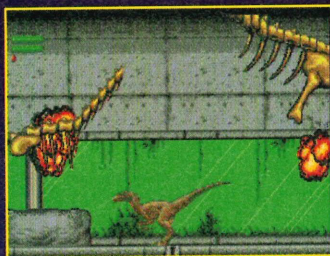
Dave James, Bridgnorth

PS. Do you know anywhere where I can get a cheap hair transplant?

A Tearing your hair out over a game is hardly an original thing to put in a letter. But never mind that for now, let's discuss this Visitor Centre nightmare you seem to be enduring at present.



MEGA DRIVE



On the last stage of the visitor's centre let's assume you are playing as Grant. The first thing you should do is ignore the Raptor and concentrate on the skeletons. First check that you have some grenades. If not you'll find some tucked away just below the point where you started the stage.

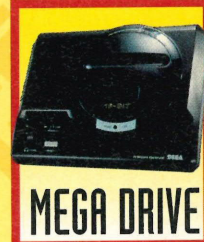
Climb onto the hanging platform and then drop onto the skeleton's back. Climb up the skeleton's back far enough so you are able to drop between the two Raptors below. Once down, throw explosive grenades at the skeletons. The skeletons will fall onto the Raptors with a crash, bang and a bit of a wallop. Grant can now escape the island in a helicopter with the visitors.

So, I hope that helps you. In answer to the hair transplant, it just so happens that there's an Economy Hair Transplant Centre (EHTC) situated in the North Pole. Five minutes' walk from the pole itself (ensure you have some nice warm gloves) you'll find an igloo with the words (harreepulleouteean-dreplacée) carved into the ice blocks. Try this if you wish, but the kayak hire charge costs more than the transplant so I'd think it through carefully before going ahead with it.

Q Dear ProHelp,
I was recently playing *Shadowrun* when a mate of mine said he'd heard of a secret cheat. He did not know how to do it, though, so what a help he was! I don't know if you're aware of such a cheat, but in case you do would you be kind enough to tell me it? I look forward to your reply.

Mr Knight, Belfast

A Yes, there is a cheat for this and it's mighty secret. Go to the title screen and press buttons A, B, B, A, C, A, B. Now begin playing and go to the pocket secretary. Go below the Save/Load option where you'll find a blank option. Highlight and select the blank option, and a secret screen will appear with numerous options that'll help you get through the game. Some of the options include Nuyen, spells, heal all and add ten karma.

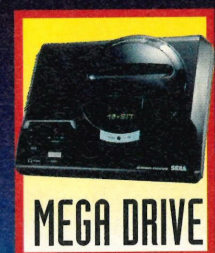


MEGA DRIVE

Q Dear ProHelp,
Please print passwords for all the levels of *Splatterhouse 2* on the MD. Thanks.
No name, no address

A Strange you should send in such a short letter without any name or address. But not to worry: here for you and anyone else owning this classic MD title are the passwords...

Level 2EDK	NAI	ZOL	LDL
Level 3IDO	GEM	IAL	LDL
Level 4ADE	XOE	ZOL	OME
Level 5EFH	VEI	RAG	ORD
Level 6ADE	NAI	WRA	LKA
Level 7EFH	XOE	IAL	LDL
Level 8EDK	VEI	IAL	LDL

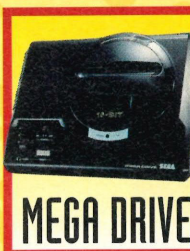
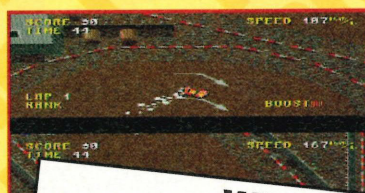


MEGA DRIVE

Q Dear ProHelp,
I've just bought *Combat Cars* but wish there was a cheat enabling me to race on any track from the start. You see, I have particular favourites but it's a drag racing through the dull ones to reach these. Will the heavens be kind to me and answer this very simple request. Thanks.

Joseph Sibley, Christchurch

A Have Accolade left a cunning programmer's cheat in *Combat Cars*? A little drum roll please... you bet your bottom dollar they have, Mr Sibley! Highlight that exit icon and then simultaneously press and hold buttons A, B and C. Then press START to access all 24 tracks. Splendid.



MEGA DRIVE

WRITE TO...

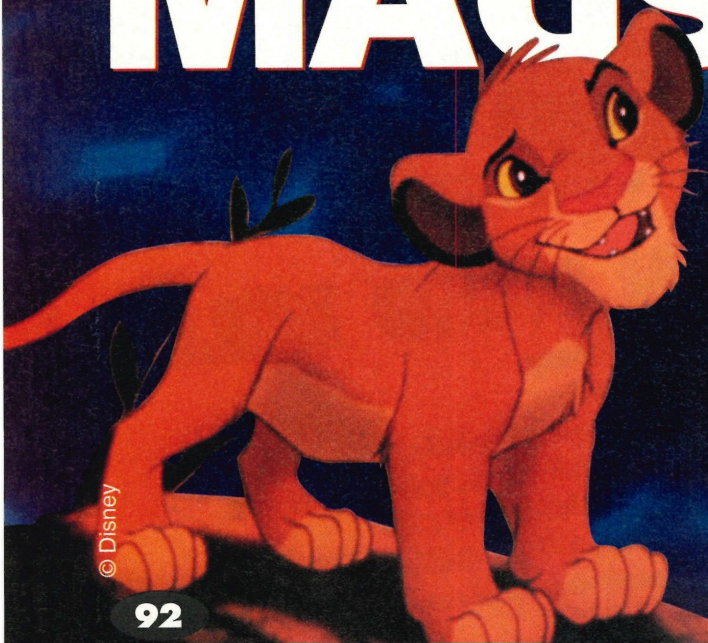
YOU NEED HELP?

**ProHelp,
SEGA PRO,
Paragon Publishing Ltd,
124 Old Christchurch Road,
BOURNEMOUTH,
Dorset BH1 1NF.**

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2

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Send your letters to:

Nick Merritt,
Protest, SEGAPro,
Paragon Publishing,
124 Old Christchurch Road,
Bournemouth BH1 1NF.
(SEGAPro reserves the right to
clip letters sent in by our readers.)

PROTEST!

This is your section of the magazine. We give you the chance to air your views on any subject that fascinates you, foxes you or simply makes you furious. There are also loads of carts and T-shirts to be won — so get writing!

PROART

Too much artwork is missed because it has been addressed to ProTest. Send your art to ProArt instead. Sorry — but we cannot return your work.

PROTEST!

If only everything in life was as simple as the letters page! You write in, I read your letter and occasionally print it with a reply, if I like the cut of your jib. This month I've had another sackful of mail — some heaping praise, some bitterly complaining and some, well, just plain weird. Anyway, see what you think, as we go on a journey into the fanciful minds of that large group of cool beasts who read Britain's best Sega magazine.



DOUBLE VISION

Despite been a fanatical fan of SEGAPro magazine for many months, after all it's the only Sega mag worth reading, I'm afraid the reason I've put pen to paper is to lodge a slight misgiving about your new publication, namely SEGAPro CD. The thing is I think a lot of people are going to buy the mag, expecting something different to the SEGAPro they may have already bought.

To be honest I made this mistake, but I feel it's an easy enough mistake to make. For a start the magazines have different covers, one with the playable CD demo attached. They also have different prices — £2.50 for the usual buy and £4.99 for the CD version. However, inside the contents are exactly the same. I was extremely disappointed when I got home to find this. Despite the excellent demo I've now forked out

over £7.00 for essentially the same product.

I feel you should have made the fact they're the same mag inside more obvious. In future I'll buy the CD version (I could never stop buying my all-time favourite mag!), as it contains the demo, but obviously I'll not be buying the normal SEGAPro as well. What do you think on the subject?

Stephen Green, Norwich

Well Stephen I apologise if you feel you've been duped in any way and can assure you this was never intentional. SEGAPro CD was never intended to be bought as well as SEGAPro.

The purpose behind the magazine was to give our Mega-CD-owning readers a choice of titles. Therefore, if they wanted to spend a little extra dosh, they could get a fully playable Mega-CD demo of one of the latest releases, in addition to all the usual features, previews and reviews found in SEGAPro. Now that sounds like unbeatable value for money to me!

Finally, all of the advertisements we've published for the CD maga-

zine have taken pains to ensure it's clear to the reader the mag will contain exactly the same contents as the normal SEGAPro. We like to think SEGAPro CD is the best choice for all our readers who are also owners of a Mega-CD.

A GOOD KICKIN'

Can you tell me some good fighting games like *Mortal Kombat* on the Master System because I'm into fighting games.

George Barillaro,
Sydney, Australia



So, you like a good rumble, eh George? Well, there's nothing wrong with that, although I wouldn't recommend indulging your enthusiasm in the real world. Getting a smack in the gob hurts, you know! Anyway, if you fancy sorting out a few dodgy geezers on the Master System you could try getting *Mortal Kombat II*, the sequel to your fave game.

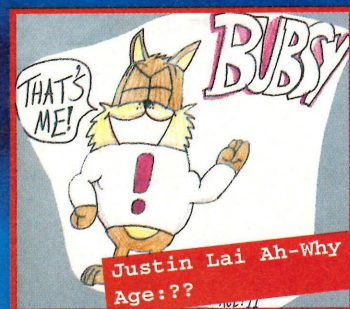
There aren't that many other beat-'em-ups knocking about for the system. However, here's a few games

PROART



Far too much artwork is missed out because it has been addressed

to ProTest. Send your art to ProArt for speedy attention. If you want!

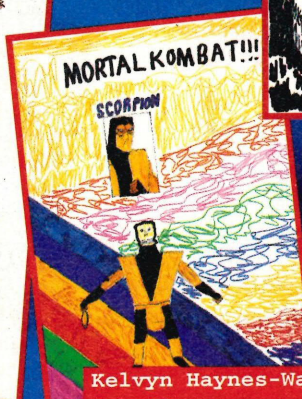


Justin Lai Ah-Why
Age:??

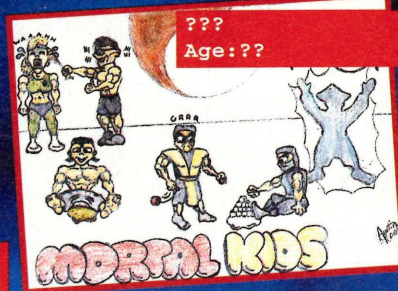
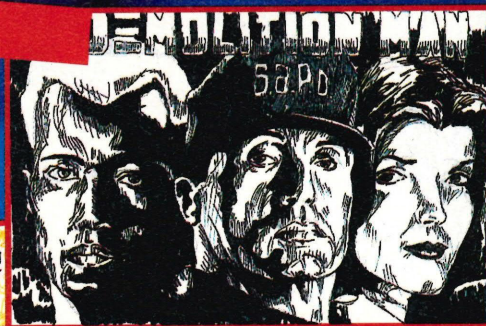


Mark Stone-Miller
Age:??

Chris Sand
Age:14



Kelvyn Haynes-Wass
Age:12



???
Age:??

PROTIPS

Please be careful to address any hints, tips or players' guides to PROTIPS, to ensure that Mark turns his attention to it speedily. Also, please try to send in original tips and not ones that have appeared in other rival magazines!

PROHELP

Our revitalised section is much bigger and better than ever! So if you're stuck on a level, can't kill the boss or are totally lost, drop us a line with details of your problem. You can be sure that whoever has drawn the short straw that month will help!

PROSCORES

Yep, they're back in the mag and better than ever. If you have a score you think whips all the other scores into submission, please fill in the usual form thing and send it in to us with photographic evidence. Who knows, there may be a prize in it!

PROBLEMS AND PROCURES

Answering your questions is one of the most important jobs at SEGA PRO (Honest!) as we really do care about our readers' points of view.

In this section we aim to help those in need, respond to those in distress and be there for those whose gameplaying misery is deep! After all, we're genuine, caring people! If the family Mega Drive just isn't working properly, your Game Gear is constantly causing headaches or you're after an elusive import game, this is the section to write to. Send your problem posers to:

Problems and Procures,
SEGA PRO,
Paragon Publishing,
Durham House,
124 Old Christchurch Road,
Bournemouth BH1 1NF

+ Kevin King from South Africa writes with a query about the level select cheat for *Sonic 3*. He says that when he does the level select there are three stages he cannot enter, however hard he tries. Their names are Mushroom Valley, Sandopolis and Flying Battery, so why can't he access them?

The reason is simple Kevin: the three levels you're talking about are, in fact, the two-player mode stages. This means they can only be played by selecting the two-player option on the normal title screen of the game. Consequently, although they appear on the cheat screen they're of no use to man or beast attempting the cheat.

+ Alex Newsome from Glasgow asked us for the complete specifications of the Mega 32X...

The machine's CPU features two Hitachi 32-bit RISC processors running at 23 MHz/40 MIPS, which means the machine should have arcade power and performance. It has 32,768 simultaneous colours, so pixels virtually disappear, and stereo digital audio with programmable sample rates for audio mixing with Mega Drive sound. This means your machine will have arcade-quality sound. The memory is 4Mbit of RAM in addition to the Mega Drive and Mega-CD, ensuring faster gameplay. Finally, the graphics are created using high-speed RISC processors and dual frame buffers to render 50,000 polygons/second. It's also capable of texture mapping, hardware scaling and rotation. All of which will create 3-D graphics and an ever-changing arcade perspective.

in which you get to smack people about a bit, though they're not always along the same lines as MK. Try playing Heavyweight Champ, Streets Of Rage, Dragon, The Terminator and Pro Wrestling to name a few.

JURY'S OUT

To begin with I'd like to congratulate you on your first issue as editor. The *FIFA '95* supplement was superb and there were a couple of new, innovative ideas used in the magazine that I heartily endorse. Keep up the good work.

However, while I thought the supplement was excellent, I have to disagree with your almost continuous praise of the game. It's true *FIFA* is a great footie sim, which really gets your blood pumping when playing against your friends, but it still has its faults and, having played the sequel, I'm not sure they've been eradicated entirely in *FIFA '95*.

For example, the game can still be won by using a nonstop diet of long balls down the middle and, for this reason, fails to match up to the awesome quality and addictiveness of *Sensible Soccer*. Now there's a game

where you can really pass the ball around!

On top of this the speed of the players is also no match for the smaller, less detailed sprites in *Sensi*. Basically, my point is that while *FIFA* is the best for graphics and sound, *Sensi* has the edge for pure gameplay and I feel the sequel to *FIFA* has still failed to redress the balance.

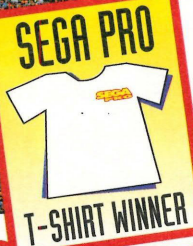
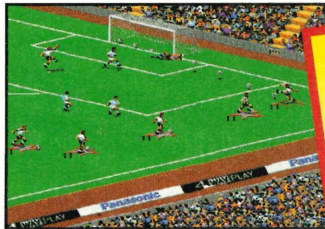
Despite my criticism *FIFA '95* is still a classic game for all footie fans and your magazine will always be the greatest. Thanks for taking the time to read my ramblings and I hope you'll print my arguments.

Darren Chalmers, Portsmouth

Not only have I printed your letter Daz, but I've also given you a T-shirt for your troubles. Yours was a well-written argument, analysing some relevant points.

*I'm afraid I disagree with you about the sequel. Yes, in the original *FIFA Soccer* it was more difficult to pass the ball than in *Sensible Soccer*. However, the new game allows you to string together some great passing moves; it simply takes a little bit of practice and patience!*

*Add to this the fact, as you rightly point out, that *FIFA '95* is unsurpassed on the cosmetic front, with brilliant graphics, atmospheric sounds and a host of extra options, and it's easy to see why it's the favourite game of most of the SEGA PRO posse!*



PROQUOTES • PROQUOTES • PROQUOTES

FIFA Fantasy Football's a great idea, I'm hooked, keep up the good work!

Robbie Johnson, London

Yeah, we thought so too, until we got millions of entries. Now it's an organisational nightmare, mate!

Help! I'm lost in a Master System void, what can I do?

Steve Sutton, Rochdale
Pray!

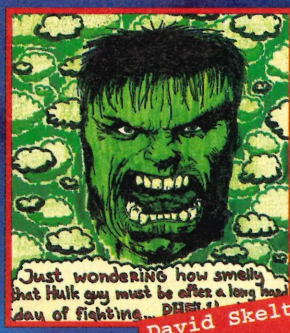
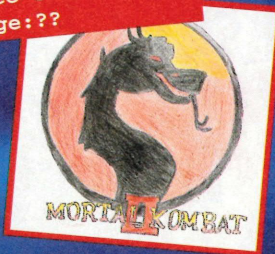
SEGA PRO CD's a really great idea, how about doing the same only using cartridge demos?

R Wright, Birmingham
Imagine the cost of the magazine!



David Skelton
Age:15

Lee Goodey
Age:??



David Skelton
Age:15

Christopher Featherstone
Age:14



Chris Sand
Age:14





STRIKING OUT

Just like to say great mag, keep it up, but this letter has a moan and a praise.

You see I am a *Strike* fan. I've got *Desert* and *Jungle Strike*, which I have completed and I have also got *Urban Strike*, which I have a gripe about. It's far too easy. I completed the game in only nine hours. Don't get me wrong, the game is a great sequel but I would say *Desert Strike* is harder to complete.



Do you think it's because I completed and played the *Strike* games a lot that I completed it so quickly? I'm not sure, but it's worth buying, I think. I wish it was a bit more challenging like *Jungle Strike*.

Craig Davenport, Margate

I think your love for these games has been your undoing, Craig. It sounds

as if you've enjoyed this series of games so much you've basically played them to death, learning the best way to control the helicopter and defeat the game in the process. Consequently any new addition to the series is met by a veteran player, wily to the ways of the programmers.

However, as you say, *Urban Strike* is a great game which has a lot of additional features when compared to the earlier carts. You now progress through some of the missions on foot, while you also take control of a tank. It's definitely one to get for Chrimbo, whether you're a rookie pilot, new to the games, or a seasoned campaigner like Craig!



MEGA-CD MUSES

I own a Mega-CD and I wonder if you would answer my simple questions.

1. Now you have changed to SEGAPRO CD, why bother to keep on printing Master System and Game Gear previews and reviews, when the mag costs £5 and you get a CD that people who don't own a Mega-CD can't use or play?

2. I heard *Rise Of The Robots* was going to be released in September and it hasn't. Do you know when it is going to be released?

3. Are there any cheats for *Double Switch* CD, if so what are they?

4. Is there any news on *World Cup Golf* because it looks quite good?

Adrian Wray, Ecclesfield

1. You seem to be confused about the purpose of SEGAPRO CD. It is not intended to replace the old SEGAPRO, but instead offer Mega-CD owners the chance to buy a copy of the magazine with a fully playable CD cover-mount, hence the extra cost. I repeat, there are two versions of every issue of SEGAPRO in the shops, both with the same contents and only one has a Mega-CD mount. Buy this one if you own a CD machine and want a new game demo, but don't buy both mags, unless you really love us!

2. *Rise Of The Robots* has been held back until a few little faults can be ironed out. It is now scheduled for a November release.

3. None that we know of!

4. Check out the preview in this issue for the complete lowdown on US Gold's new golf simulation.

SONIC SUCKS!

I know we here in South Africa are a bit behind when it comes to Sega games, but I own a Mega Drive and have quite a few games. I bought *Sonic 3* about two months ago. Everyone had been making such a big deal about it, but I don't know why!

First of all Sonic isn't drawn very well, secondly some of the stages are messily drawn, especially stage 1, act 1 for instance. Thirdly the ending, which shows Dr Robotnik's Death Egg falling down and exploding in midair, is really weak. I mean you've played all six zones, you've got all seven emeralds and this is what you get for your troubles. It's far

too short.

There are some good points, like the 3-D special stage and the game save option is brilliant, but Sega should have made it just a tad harder; its predecessor is better.

I try and get SEGAPRO every month, I think your magazine is brilliant. Keep up the good work!

Neil Juyt, Pretoria, South Africa

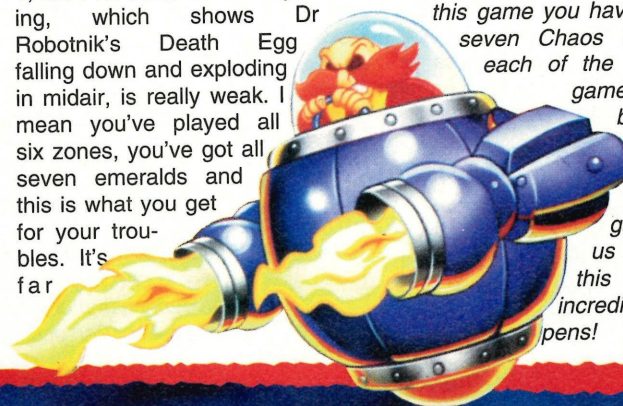
PS. I know you most probably won't publish this, because I'm bringing down Sega's hero.

To begin with, why wouldn't I print your criticisms, Neil? We're not in Sega's pocket, you know. If one of our readers has a gripe that's worth printing, it gets published in the magazine, end of story.

Anyway, you've made a few points about *Sonic* that have been aired before. A lot of people do think it's too easy. However, in my experience and judging by the number of telephone calls we get asking for help on the game, *Sonic 3* poses plenty of problems for a lot of gamers. After all, not everyone can play games to the same high standards – just ask Pilly!

Also, if you've played the earlier two games to completion, you're going to be used to the style of the games, which could be why you find *Sonic 3* the easiest.

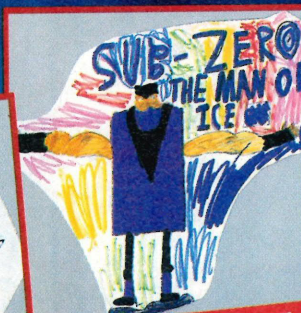
To really prove your prowess at the series get *Sonic And Knuckles* when it comes out. To properly finish this game you have to collect the seven Chaos Emeralds from each of the previous three games, using the backwards compatibility, and then complete the new game. Sega tell us if you manage this something incredibly special happens!



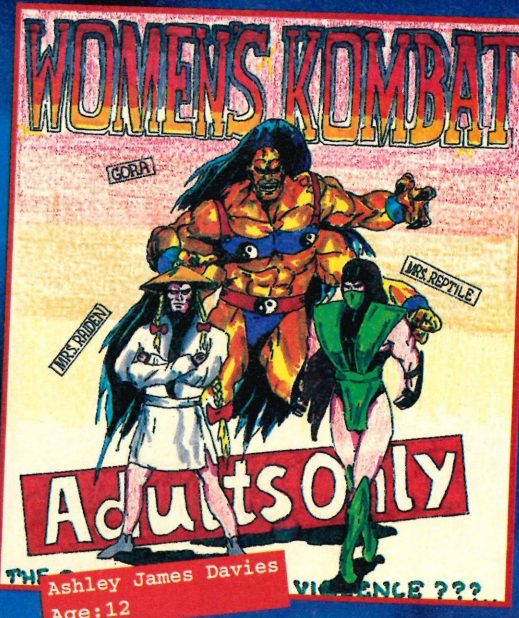
Ashley James Davies
Age: 12



Andrew Brunton
Age: 13



James McWhirter
Age: 8



Ashley James Davies
Age: 12

MEGA DRIVE

32X

It's gonna be

HUGE!

Or so they tell us!

Check out the first ever Mega-32X games in our massive reviews. Will these be the games to send the new system into orbit or will they crash and burn? Only we can give you the totally unbiased and unofficial view on Sega's new add-on!

Add to this an action-packed issue, jam-packed with more reviews for every Sega System than any other mag, and you know you're in for a treat!

Finally, SegaPro now comes in two great flavours (although both contain the same unbeatable ingredients), since the sensational success of our new CD version of the magazine. So, we've got a real treat in store for our Mega-CD owning readers. However, like all the best Christmas gifts, we're going to keep it a surprise for now. To find out more get SegaPro CD!



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